WORDWISE! INSTRUCTIONS • 2+ PLAYERS

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- 16 Letter Dice 2 Number Dice
- 30-Second Sand Timer Scorepad Pencil

OBJECTIVE

Create as many 2 to 6(+) lettered words as you can in 30 seconds by rolling as many times as you'd like per round. Check off as many combinations on the scoresheet as possible before the timer runs out!

SETUP

- Remove the number dice, sand timer, scorepad and pencil from the tin, and place them in the center of all the players.
- Place all 16 letter dice in the tin so they can be chosen at random.
- Tear off one scoresheet from the scorepad.
 Mark one column per player. Players keep
 score for each other each round. Roll the
 number dice to see who goes first.

HOW TO PLAY

- Player 1 rolls the 2 number dice. The total sum of the roll determines how many letter dice Player 1 can randomly draw from the tin without looking. For example, if Player 1 rolls 5 and 6, they would draw 11 letter dice from the tin.
- Once Player 1 has drawn the correct number of letter dice, their opponent turns over the sand timer, and Player 1 begins by rolling the letter dice to create as many word combinations listed on the scoresheet

as possible. Players may reroll as many times as they'd like per round. They may choose to reroll all the dice or keep a few dice in play and reroll only a select number of dice.

- Players keep track of (and confirm) their opponent's word combinations each round by checking off the scoresheet for each other.
- When the timer runs out, the turn is over, all letter dice are placed back in the tin, and play continues clockwise to the next player.
- Score is kept each round and added cumulatively on the scoresheet until one player gets all the word combinations, including "WORD" and "WISE," checked off in their designated column.
- All words are permitted except for the following: words always capitalized, abbreviations, prefixes/suffixes standing alone, and words requiring a hyphen or apostrophe.
- If a player rolls a star, they can attribute any letter to it to create a word, but can only attribute one letter to a star in a given turn. For example, if a player rolls a star and attributes the letter "E" to it, they can only use that star as a letter "E" for the remainder of their turn unless they reroll another star.

WINNING

 The first player to get their entire column checked off wins!

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