



Wordsmith

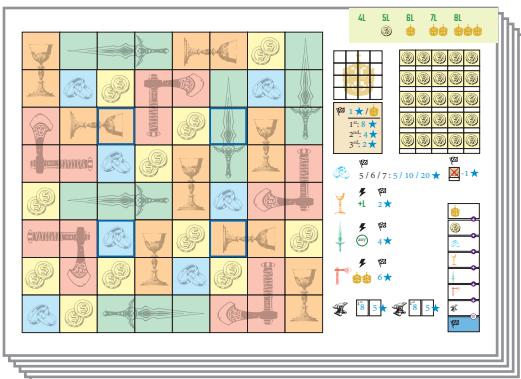
Rodrigo Rego

In **Wordsmith**, you are making words to forge items like crowns, axes and swords.

Every turn, you'll select 2 letters and use them to create words in an 8x8 grid full of items. Whenever a word is completed, circle all its letters, and if you complete an item, forge it.

Forge as many items as you can to score more points and activate their benefits, creating powerful combos!

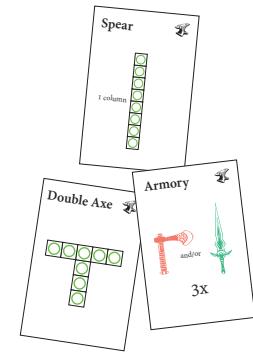
Components:



1 pad with 200 sheets: each player starts with one

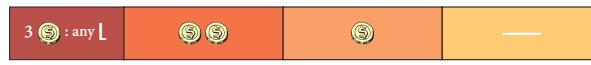


47 letter cards: you'll use the letters to make words



7 double-sided goal cards: you'll need 2 in each game

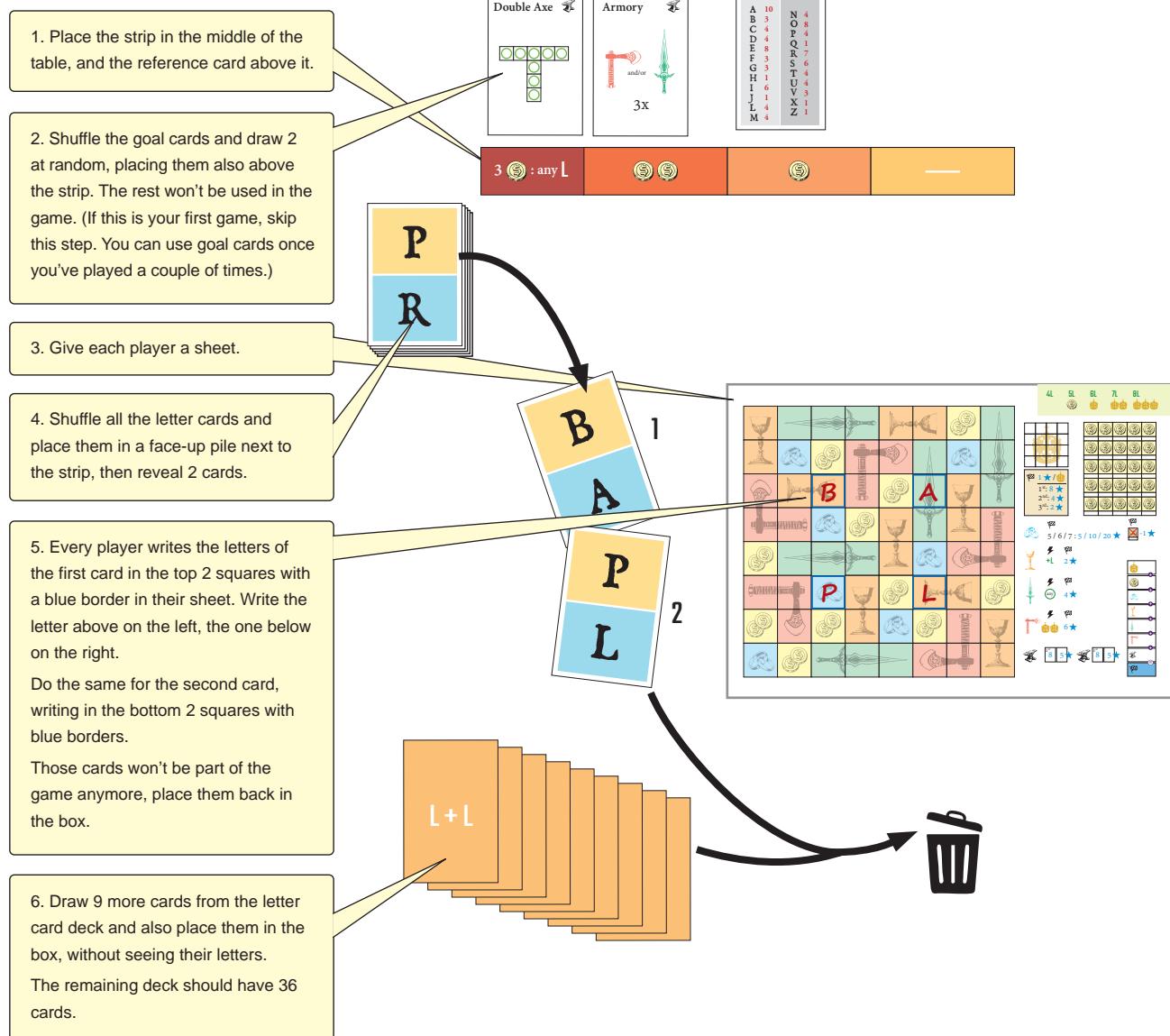
A 10	N 4
B 3	O 8
C 4	P 4
D 4	Q 2
E 8	R 7
F 3	S 6
G 1	T 4
H 6	U 4
I 1	V 4
J 1	W 1
K 4	X 1
L 4	Z 1
M 4	



1 reference card: showing the frequency of each letter

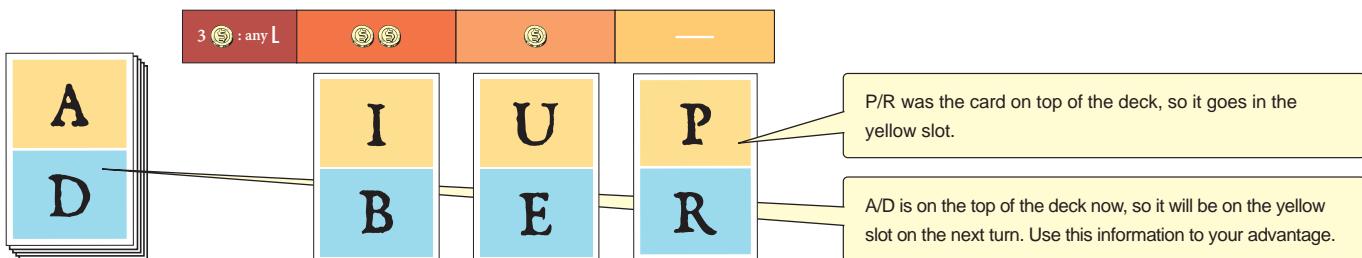
1 strip: used to determine the cost of the letters

Setup:



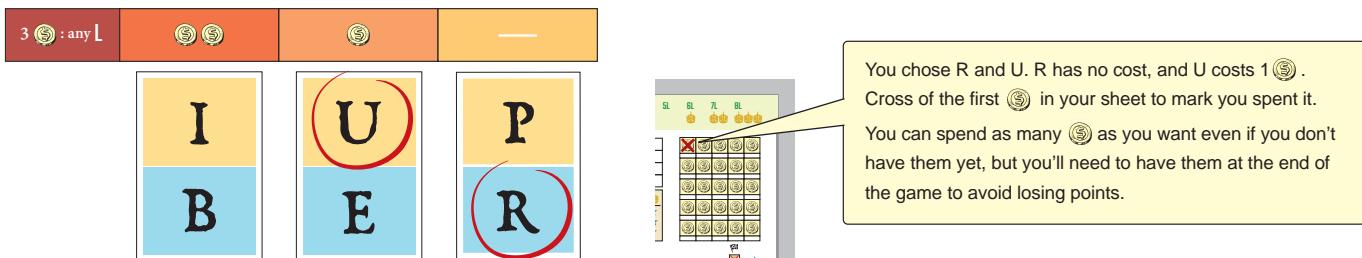
How to play:

The game lasts 12 rounds. In each round, you'll take 3 cards from the letter card deck, and place them below the strip. The first one goes in the yellow slot, the second in the orange slot (1 ⚡) and the third in the dark orange slot (2 ⚡).



Players make their turn all at the same time. Choose 2 of the available letters paying their cost in ⚡ (cross off the ⚡ you spend on your sheet, from left to right, top to bottom). You can choose letters from the same or from different cards, but you can only choose each letter once. Players can choose the same letters as their opponents.

Instead of choosing a letter, you may also pay 3 ⚡ to choose any letter you want, even if it's not available. If you do that, you may still choose a second letter (or pay 3 ⚡ again to take any letter once more).



You can write the letters you chose in any vacant space in your sheet. If doing that you create a word with 4 letters or more, draw a circle on all the letters of the word that don't yet have it.

Words can be created vertically or horizontally in both directions (including backwards), but not diagonally. They may touch other words or letters that don't participate in that word.

Extending words: if you created a word and want to extend it afterwards, you can do so, with 2 exceptions: plurals and conjugated verbs.

Invalid extensions:

Paper > Papers **(plural)**

Bring > Brings **(conjugated verb)**

Live > Live**d** **(conjugated verb)**

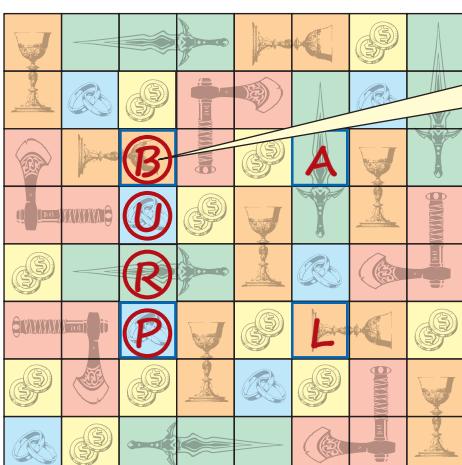
Valid extensions:

Late > Later

Late > Plate

Late > Lately

You only gain the bonuses of the squares that you just circled, but if the new word has 6+ letters, you still gain word length bonuses for it.



You used U and R to make the word BURP. Circle all the letters in the word to denote you made it. Because it's not a 6+ letter word, you won't get word length bonuses. But you completed 2 items: the blue rings, that may give you points by the end of the game.

Valid words: all words with 4 letters or more are valid except proper nouns and words in other languages, unless they are widespread (like CLICHÉ and CHIC).

Plurals and conjugated words are valid as well, if you made them without extending a previous word.

Gaining bonuses and points:

Depending on how long is your word and also if you completed an item, you will get crowns, coins, points and other bonuses.

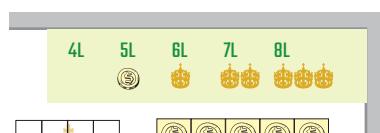
Word lenght give you coins and crowns:

5-letter words give you 1 ⚭

6-letter words give you 1 ⚮

7-letter words give you 2 ⚯

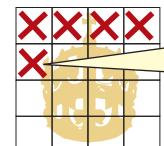
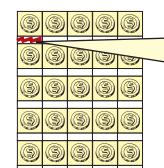
8-letter words give you 3 ⚰



When you get a ⚭, fill a bar below the squares in the coin grid, even if you still haven't spent the ⚭ above it.

When you get a ⚮, cross off a square in your crown grid on your sheet, starting from left to right, top to bottom.

Each crown scores you 1 point, The player with most ⚯ also scores 8 extra points, 2nd place gets 4 points, 3rd gets 2 points (tied players get all points for the place they tied for).

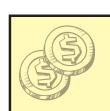


🚩	1 ★ / 8★
1 st :	8 ★
2 nd :	4 ★
3 rd :	2 ★

Completed Items give you bonuses and points:

Everytime you circle all the squares of an item, immediately get its bonus. You'll also gain points, but they are scored only at the end of the game. If you make a new word using letters from an already completed item, you don't gain its bonus again.

Each item gives you a different bonus:



Coins: Immediately gain 2 coins when you circle a coin spot. Fill 2 bars below the squares in the coin grid.



Ring: Rings don't have an immediate effect, but they may score a lot of points if you circled enough of them:

5 rings: 5 points

6 rings: 10 points

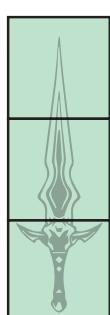
7 rings: 20 points

🚩
5 / 6 / 7 : 5 / 10 / 20 ★



Goblet: Completed goblets score 2 points at the end of the game, and allow you to immediately write any letter you want on any vacant square (potentially allowing you to make another word and circle more letters)

⚡	✍
+L	2 ★



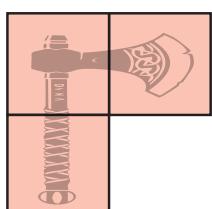
Sword: Completed swords score 4 points at the end of the game, and allow you to circle any square on the board, **even if it has no letter in it** (potentially allowing you to complete another item).

You can still write letters in squares with empty circles.

⚡	✍
any	4 ★



After completing the word PRETTY, you have completed a sword. You decide to place your extra circle on the top square of the goblet, completing it and allowing you to write any letter in another square.



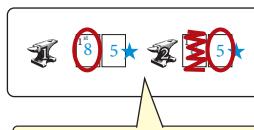
Axe: Completed axes score 6 points at the end of the game, and give you 2 crowns immediately.

⚡	✍
👑	6 ★

Completed goals give you points:

When you circled the pattern (or forged the indicated items) in a goal card, you complete it. If you were the first to do it, circle the 8 point space of the matching goal (goal 1: left card, goal 2: right card). All other players should cross off that space, indicating they can't get that scoring anymore.

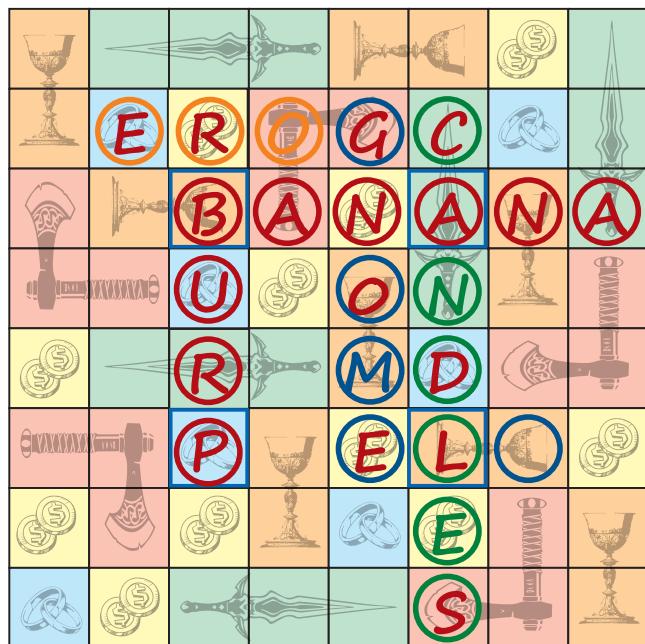
All other players that complete it should circle the 5 point space.



In this example, you were the first to complete goal 1, but someone completed goal 2 before you.

Pattern goals cannot be rotated or mirrored. You should complete them in the direction they are in the card.

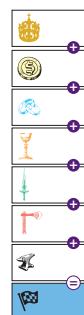
Example of a turn:



End of the game:

The game ends when the letter card deck is over, after the 12th round. Write your points in your sheet:

- 1 point for every  you didn't pay (the bar below it is not filled)
 - + 1 point per 
 - + 8 / 4 / 2 points if you were the 1st / 2nd / 3rd with most 
 - + 5 / 10 / 20 points if you completed 5 / 6 / 7 rings (count them on your board)
 - + 2 / 4 / 6 per completed goblet / sword / axe (count them on your board)
 - + 8 or 5 per goal completed, depending if you were the first to complete it or not.



The player with most points is the winner. In case of a tie, the player with most wins. If there's still a tie, the tied players share the victory.