

Wordsy is a game of longer words! Over the seven rounds of the game, you are trying to find a single word that scores as many points as possible. Unlike other word games, you don't need all the letters in your word to be available, but you'll want to use as many as you can. So go ahead and use those really long words; they may just pay off here!

How wordsy can you be?



Game design: Gil Hova

Graphic design: Scott Hartman

Thanks to: Brett Myers and Amber Cook for the name change, Vinny Salzillo and Avonelle Wing, Carrie Margulies for playtesting and support, and everyone who playtested this game!

In memory of Donna Balkan, who would have been great at this game.

OBJECT

Score the most points by finding a high-scoring word on the board each round. Some letters are more valuable than others, and the more letters on the board you use, the better. Score bonus points by either being the fastest player with a word that scores better than your opponents, or by having a word that scores better than the fastest player.

After 7 rounds, you'll score your best 5 words, plus all of your bonuses. The player with the highest score wins.

COMPONENTS



60 Letter Cards containing:
44 Common Letters...



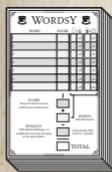
...and 16 Rare Letters
worth +1 or +2 bonus points



4 Column Cards



1 No-Flip/Solo Card



Score Sheets



1 30-second Sand Timer
and this Rulebook



6 Pencils

SETUP

Place the 4 Column Cards in a row at the bottom of the playing area, easily visible to all players. The Column Cards should be in descending order from left to right: 5, 4, 3, and 2 points. There should be room for two rows of Letter Cards above the Column Cards. We'll call all three rows of cards the board.



Give each player a score sheet. Place the sand timer within easy reach of all players.

If you're playing with 2 players, return the No-Flip Card to the game box. If you're playing with 3 or more players, keep it nearby; you'll need it in Round 2. If you're playing solo, flip it to the Solo side.

Shuffle the Letter Cards. Draw 2 Letter Cards and place them face-up in the right-most column, above the 2-point Column Card. Do the same for the other three columns, so you have 8 Letter Cards face-up on the board. Be sure to follow the **Two Rules of Two** (page 4).

The moment the 8th card is visible to all players, the game begins!

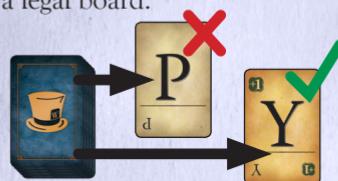
Agree upon a reference you can use to look up words. You can use an online dictionary or any handy reference, though we recommend avoiding references made for other word games that may be optimized for shorter words.

TWO RULES OF TWO

There can never be more than two Rare Letters face-up on the board at any time. Also, there can never be more than two of the same letter face-up on the board at any time.

If placing a card would break either rule, discard the invalid card and redraw. Keep discarding and redrawing until you get a valid letter.

In this example, we have drawn a third P. We discard it and draw another card. It's another P, so we discard that and keep drawing until we get a legal board.



Next, we have drawn the rare letter H. There are already 2 other rare letters on the board, Y and Q.

We discard the H card and keep drawing until we get a legal board.



GAMEPLAY

Each round, players simultaneously study the board, looking for a single word that scores as many points as possible (see **Scoring**, page 6).

- Anyone can write their word down on their scoresheet at any time.
- You are not allowed to look at words that other players are currently writing, although you can ask about words used in previous rounds.
- Unlike other word games, you can use letters not on the board to form a word.
- Your word can be as long as you want.
- The letters you use on the board can be in any order.

There are a few restrictions on the words you can use. For example, you can't use proper nouns, contractions, or hyphenated words. You also can't re-use or modify previously played words. For more detail, see **Restrictions** (page 10).

Once you are satisfied with the word you've written down, grab the sand timer if no one else has. Flip it onto your scoresheet. This makes you the fastest player for the round, which makes you eligible for a larger bonus (see **Scoring**). Everyone else now has 30 seconds from the moment the fastest player flipped the timer to write down their words.

IMPORTANT

You may only grab the timer after you have written your word. You may not change your word after you have flipped the timer.

If the timer runs out as a player is writing their word, they are allowed to finish writing it, but they may not alter anything they've already written for that word!

SCORING

You score for each letter in your word that's on the board, based on the column it's in. There is no penalty for having letters in your word that aren't on the board. Rare Letters will score 1 or 2 bonus points, as marked on the card.

If you have a letter repeated in your word, but there's only one of that Letter Card on the board, you only score that letter once.

If there are two of the same Letter Cards in play but you only used that letter once, use the letter in the more valuable column.

TIP: To score quickly and easily, rotate each Letter Card in your word, then add the values of the rotated letters together. Once you're done scoring, return all Letter Cards to their original orientations for the next player.

If there are two of the same Letter Cards in play and you use that letter more than once, score both cards.

On this board, the word BACCALAUREATES would score 21 points.



On this board, the word MISQUOTING would score 23 points (+2 for the Q).



The fastest player scores their word first, recording the word's score on their scoresheet. Then, each player in clockwise order scores their word, also recording their word's scores.

If you are not the fastest player, but your word has a higher score than the fastest player, check the first bonus box. This adds a bonus to your final score.

Let's say it's a 3-player game. In the first round Andrew becomes the fastest player, earning 18 points for the word **Assiduously**. He marks his score.

Beth scores 19 points for the word **Predominantly**. Since she scored more than Andrew, the fastest player, she checks the first bonus box on her scoresheet.

| WORDSY | | | |
|---------------|-------|--|----|
| WORD | SCORE | | |
| 1 ASSIDUOUSLY | 18 | | +2 |

| WORDSY | | | |
|-----------------|-------|--|----|
| WORD | SCORE | | |
| 1 PREDOMINANTLY | 19 | | +2 |

Once everyone is done scoring, the fastest player should check if their word's score is equal to or better than a certain number of opponents.

- In a 2-player, 3-player, or 4-player game, your score needs to be equal to or better than all of your opponents.
- In a 5-player or 6-player game, your score needs to be equal to or better than 3 of your opponents.

If the fastest player's score this round is equal to or better than the required number of opponents, they check the second bonus box. This adds a bonus to their final score.

In the third round Andrew is the fastest player again and scores 21 points with **Astronomical**. Beth got 19 points for her word, and Charlie got 18 points for his word. Since Andrew's word was equal to or better than the other two players, he checks the second bonus box.

| WORDSY | | | |
|----------------|-------|--|----|
| WORD | SCORE | | |
| 1 ASSIDUOUSLY | 18 | | +2 |
| 2 SATISFACTORY | 17 | | +2 |
| 3 ASTRONOMICAL | 21 | | +2 |
| | | | -2 |

END OF THE ROUND

If it's the end of the 7th round, skip this section and go to **End of the Game**.

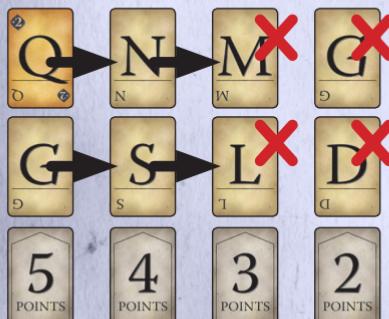
Otherwise, give the No-Flip Card to the fastest player for this round, whether or not they got their bonus. That player may not flip the timer to be the fastest player next round.

Discard the rightmost 4 Letter Cards.
Slide the remaining 4 Letter Cards two columns to the right. Draw 4 new Letter Cards. Be sure to follow the Two Rules of Two (page 3).

REMINDER: Use the No-Flip Card's other side in a 1-player game. Do not use the No-Flip Card in a 2-player game.

As soon as all 8 letters are on the board, the next round begins. Be ready!

Pass the No-Flip Card to the fastest player.



Discard the 4 rightmost cards.
Slide the remaining cards to the right. Then draw a legal board.



END OF THE GAME

At the end of the 7th round, everyone calculates their final score.

- First, cross out your two lowest scores, but not their associated bonuses.
- Then, add together the values of the remaining 5 words and all of your bonuses.
- You may also lose points via Penalties from failed Challenges (see below).
- The player with the highest score wins.

If there's a tie, the player with the single best-scoring word, not including bonuses, wins. If there is still a tie, go to the second-best-scoring word, and so on, until you break the tie. If still tied after going through all five scoring words, those players share the victory.

CHALLENGES

If you don't think something is a word, you may challenge it. Consult the agreed-upon reference. Only one player may challenge at a time.

If your challenge is successful, then the challenged player's word is worth 0 points, and they score no bonus points this round.

If your challenge is unsuccessful, then you lose 2 points. Make one tally mark in the "Penalty" area of your scoresheet. Each tally mark is worth -2 points at end of game.

| WORD | SCORE | | |
|--------------------------|-------|------|------|
| 1 ABSOLVENT | 13 | +1 | +2 |
| 2 SOMNAMBULENT | 21 | +1 | X +2 |
| 3 TRASHING | 17 | +1 | +2 |
| 4 CRABBY | 17 | +2 | +3 |
| 5 POLTEROEIST | 14 | X +2 | +3 |
| 6 BEDRAGGLED | 23 | +2 | X +3 |
| 7 PLAGIARIZED | 19 | +3 | +4 |

SCORE
Drop two lowest scores.
Add top five word scores.

97
+
7
-

BONUS
Add all bonuses.

2

PENALTY
Tally failed challenges, or
insufficient scores in solo play,
in the space below:
/

Each penalty tally
mark is -2 points.

102 TOTAL

TIP: A really quick way of adding together your best five words is to subtract 20 from each word score. It's okay if the result is negative. Add those together, and then add 100 to that sum.

TIP: For first time players or if playing in a more relaxed environment, if it's clear what word the challenged player actually meant, then they may change their word to that word. If they used a hyphenated word or mistook a two-word phrase for a single word, they must choose which word to use.

RESTRICTIONS

You can use just about any word you want in Wordsy, but there are some restrictions.

Standard Restrictions

Like most word games, you may not use proper (capitalized) nouns, hyphenated words, or contractions (words with apostrophes).

No Cheapies!

No player may use a word that any player has used in a previous round, or certain modifications of those words, such as:

- **Pluralizing a previous word:** You can't turn "flinch" into "flinches" or vice versa.
- **Changing tense of a previous word:** You can't turn "flinch" into "flinched" or vice versa. (Irregular tense changes, like "go" to "went," are permitted.)
- **Changing gerund of a previous word:** You can't turn "flinch" into "flinching" or vice versa.
- **Turning a previous word into an adverb:** You can't turn "flinch" into "flinchingly" or vice versa.
- **Using any of these changes on a previous word:** All these rules apply to each other. So you can't turn "flinching" into "flinches."

Any other word modification is legal.

There is no restriction against players using the same words or the above modifications in the same round. Just score them as you normally would.

SOLO PLAY

When playing solo, flip the No-Flip Card to the Solo Card side. Place the Sand Timer on the top (large green) space of the card. The space the timer occupies is important.

Set up the board as normal and flip the timer.

- If you finish writing your word while the timer is running, you may “pause” the timer by laying it on its side.
- If the timer runs out, you have as long as you want to come up with a word, but you won’t get bonus points (see below).

Now, score your word. If you were able to successfully pause the timer, and your word is worth at least 15 points, check a bonus spot. Check the larger bonus if you are in the top row of the Solo Card; otherwise, check the smaller bonus.

If you scored 20 or more points plus the bonus for stopping the timer, you may move the timer to the top of the Solo Card, if it’s not already there. This entitles you to the larger bonus next round.

If you scored 20 or more points but failed to get the bonus for stopping the timer, keep the timer in the same spot of the Solo Card for next round.

Otherwise, if you scored fewer than 20 points, move the timer down the Solo Card one spot. If you were already on the bottom (small red) spot, give yourself a Penalty mark (worth -2 points at the end of the game) and move the timer to the middle spot of the Solo Card.

After 7 rounds, calculate your final score as normal. If you can score at least 100 points, you win!

Want More of a Challenge?

MEDIUM: You must score at least 110 points to win.

HARD: You must score at least 120 points to win.

BRUTAL: Like Hard, but also ignore the middle spot on the Solo Card. Use only the top (large green) and bottom (small red) spaces. If you get a -2 penalty, keep the timer on the bottom space.



VARIANTS

Scoring Handicap for Advanced Players

Wordsy veterans may want to impose a handicap on themselves to keep games close against new or less-skilled players. In this case, handicapped players are only allowed to fully score 4 letters in their word. Handicapped players are free to choose any 4 letters on the board to fully score, regardless of where they are on the board. Any other letters on the board in the word only score 1 point each, regardless of what column they're in or if they're rare letters or not.

Accessible Version with No Time Limit

Some players hate timers. Others may have real-life restrictions preventing them from grabbing a timer in real-time.

In this variant, there is no time pressure. Instead, choose one player at the start of the game to be the Main Player. This player will effectively be the Fastest Player for this round.

Play remains simultaneous, but all players have as much time as they need to come up with their words. No one flips the timer, so being the first player to finish a word has no special meaning. Proceed to scoring once everyone has a word they're comfortable with.

During scoring, all players are trying to beat the predetermined Main Player, and the Main Player is trying to be equal or better than all other players, just like in the regular rules with the Fastest Player.

After scoring is complete, the next Main Player will be the player with the fewest +2 bonus boxes checked. If there's a tie, then look for the tied player with the fewest +1 bonus boxes checked. If there's still a tie, then starting with the next player clockwise, look for the next tied player from the last Main Player.

The game ends after 7 rounds, as per standard rules. Scoring is unchanged. Note that this variant will take longer than a standard game of Wordsy.