

Game Name: Word Crush	Age Range: 12 - ∞
Number of Players: 2 or more	Playing Time: 20 min.
Rule Version: 3	Date: 3/31/22

Game Objective

Be the first one to get rid of your cards.

Game Content

1. Word Deck
2. ABCs Board
3. Game Markers

Game Setup

- Dealer shuffles cards and deals out specified number of cards face-down to each player. (See Table 1 below to determine number).
- Dealer places remaining cards face-down beside game board to seed the Draw Pile.
- Dealer leaves space for a Discard Pile between the Draw Pile and the Word Crush Pile.
- Dealer flips top card from the Draw Pile and places it face-up to seed the Word Crush Pile and determine the game Starting Letter.
- Dealer places the red marker on the letter located on the outer track of the game board that matches the Starting Letter of the seed card of the Word Crush Pile.
- Dealer places the yellow Active Letter marker on the next letter clockwise from the red Starting Letter marker.

Game Play

- Commencing with the player immediately to the left of the dealer, player plays any card face-up to the top of the Word Crush Pile which either begins with or contains a double letter that is the same letter indicated by the yellow Active Letter marker. Player announces the card out loud and moves the yellow Active Letter marker clockwise one space. The red Starting Letter marker remains on the same space throughout the game, even if the yellow marker makes multiple laps around the letter track.
- To complete his turn, a player who plays to the Word Crush Pile must add his card to the pile, pick up the entire pile and turn it face-down, then flip each card **after** stating the word he believes is located on the printed side. Player must repeat this for each card in the Word Crush Pile. It is important that he states each word **before** turning the card face-up to confirm.
- When the player is finished, play continues to his left.
- If a player is unable to play a single card to the Word Crush Pile, he must pass.
- If play becomes stuck on one letter after every player has passed once, the player who initially was unable to play a card does the following: (1) Plays, if possible, the visible card that is face-up atop the Discard Pile or draws cards from the Draw Pile until a playable card is found and played—adding unplayable cards one at a time from the face-down Draw Pile to a face-up Discard Pile; (2) Play continues as normal starting with the player who placed and announced the freshly drawn playable card to the Word Crush Pile and performed the Recall Process.

- If during the Recall Process a player forgets a word or states the wrong word, the Word Crush Pile cards remaining in his hand plus the incorrectly stated card atop the Word Crush Pile must be added to his existing hand.
- Any time during a player's turn, he may opt to discard an unfavorable card and replace it with two new cards drawn from the top of the face-down Draw Pile and/or face-up Discard Pile—placing the unfavorable card face-up to the top of the Discard Pile after drawing its replacements. He may do this as many times as he wishes each turn. If the resulting hand can be played to the Word Crush Pile, player may proceed as normal.
- First player to discard his entire hand and successfully perform the Recall Process is the winner.
- A turn timer may be implemented to speed game play. If time expires during a player's Recall Process, any remaining face-down cards from the Word Crush Pile get added to his hand. Play continues to his left as normal.
- In the event that the Draw Pile is exhausted, turn the Discard Pile face-down to become the new Draw Pile. Play continues normally.
- If a player fails to state the word **before** turning over cards from the Word Crush Pile during the Recall Process, other players can warn him or may count the infraction a missed word resulting in cards being added to his hand the same as if he had stated the wrong word.

Winning/Scoring

After playing your last card, be the first one to successfully recite the Word Crush pile correctly.

Table 1

Number of Players	Starting Hand Count Quick Play	Starting Hand Count Regular Play	Starting Hand Count Long Play
2	4	5	7
3	3	4	6
4 or more	2	3	5