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WONDERWORD

 **2–5** players

 **12–99** years

 **30** minutes

WonderWord is all about seeing words from a different angle, it's a fun and scintillating word game for everybody.

HELVETIQ

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MADE IN POLAND

 **WARNING:**
CHOKING HAZARD
Small parts. Not for children under 3 yrs.

GAME MATERIAL

• **110** letter cards

• **30** matchsticks

• Extra materials required: just a pencil and paper

OBJECTIVE OF THE GAME

Guess words formed by other players, starting from the last letter of the word. Points are awarded to players who get their guess right and those who form challenging words and succeed in revealing as many letters as possible, before their word is guessed by another player. The first player to reach 24 points wins the game.

1. PLAYING THE GAME

• Write down the names of all players. Each player should have 5 matchsticks. Shuffle the cards and deal 8 cards to each player.

• Each player creates a word and places the letter cards face down (hidden) in front of him or her. The word can be formed using some or all of the letters in a player's hand, with no obligation to form the longest possible word. Cards are placed in reverse position with the first letter of the word to the player's right.

• All players start by guessing the word created by the youngest player. This player turns the last card in his or her word (on the left) – thus revealing the LAST letter of the word.

• Each player gets 5 tries to guess the word. When a player wishes to guess, he or she simply says the word out loud. Each guess costs 1 matchstick, which is tossed into the center of the table. If the word is not guessed with only the last letter showing, the next card is turned (the next last letter in the word). Now two letters of the word are showing and players can guess again. If nobody wants to guess, the next card is turned. Continue to turn cards until the word is guessed, or until no players have any matchsticks (guesses) left.

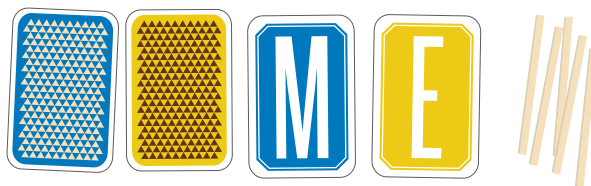
• Points are given immediately after a player guesses the word, or when none of the players have any guesses left. When all the words in a round have been guessed, the cards are shuffled - players are each dealt 8 new cards and given 5 matches. A new round can begin.

Notes:

• All created words must be found in a dictionary, unless otherwise agreed.

• A player can discard his or her cards and take 8 new ones if and only if he or she is unable to form a word with them.

• All players can decide to give up guessing a word to save matchsticks for later.



2. SCORING

• Each letter is worth 1 point. Therefore, a six letter word is worth 6 points. Points are shared between the player who creates the word and the player who guesses the word.

• The number of points that each of the two players get depends on the number of letters shown before the word is guessed.

• The player who created the word gets 1 point for each letter showing when the word is guessed. The player who guesses the word gets 1 point for each letter that is not shown when the word is guessed.

• If all players run out of guesses before all of the letters have been revealed, the player who created the word turns the remaining cards to reveal the word and automatically gets 1 point for each and every letter in the word. Example: If a player created a word consisting of 7 letters. Only four letters in the word are showing but all players have run out of guesses. The player who created the word turns the remaining three cards to show the whole word and gets 7 points.

• If the word does not exist, or is spelled incorrectly, the player who created the word loses 1 point for each letter in the word, whether the word was guessed or not.

3. END OF THE GAME

The first player to reach 24 points wins the game.

4. VARIANTS

Another way to play - start by turning the FIRST letter of each word.

If you want a more challenging game, start by dealing each player 10 or 12 cards.