

# WORD WAR<sup>®</sup>

4714



PROOF  
OF  
PURCHASE

## For 1 to 4 Players\*

### CONTENTS

9 Wipe-Off Boards, 4 Felt Tip Pens, 54 Letter Cards

### OBJECT

It's a war for word supremacy as players strategically position letters on their playing boards, building words one letter at a time. As cards are turned over, players position corresponding letters on their boards. At the end of a round, words are counted and scores tallied. The player with the highest total score, at the end of play, wins the word war.

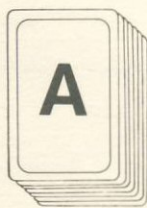
### BEFORE PLAY

1. Each player selects a playing board and pen and places the board faceup in front of him/her. \*(Pens may be shared or crayons used if there are more than four players.)
2. The 54 cards (52 letters and two WILD cards) are shuffled and placed facedown in a pile in the center of the table.

### PLAY

One player takes the top card from the draw pile and places it faceup in a discard pile.

If the card indicates a letter of the alphabet, ALL players **may** print that specific letter in any blank crossword space on their board. (See Diagram 1.) A player may choose **not** to use a letter, but frequent passing will generally lower a player's score. Four vowels are already printed on each board, in different locations, to give players a "head start." Once a letter is written it may not be moved to a different location.

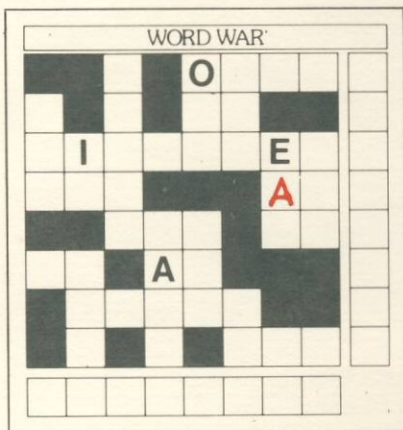


Discard  
Pile



Draw  
Pile

1





Discard  
Pile



Draw  
Pile

2



If the card is marked WILD, each player may write a letter of his/her choice on any blank space. For example, the player in Diagram 2 chooses "N" to form the word AN. A player need not have a specific word in mind when placing a letter. He may randomly place the letter in hopes of later forming a word.

After all players have either placed the letter on their board or passed, a new card is drawn by the player to the left.

A round ends when one player has filled all the spaces on his playing board. If all cards have been used before the end of the round, the discard pile may be shuffled and turned facedown, forming a new draw pile.

### RULES OF WORD CONSTRUCTION

1. Two or more adjacent letters are needed to form a word.

3



4



2. Letters separated by spaces or written out of sequence may not be counted as words.
3. Capitalized words, suffixes, prefixes, abbreviations, contractions, foreign and hyphenated words are not acceptable.
4. Words may be altered grammatically. For example, an "s" may be added to a word or a tense changed (example: rule, ruled). See Diagram 3.
5. Words within words (see Diagram 4) and words within "nonwords" (Diagram 5) may be counted as separate words. See SCORING.

5



## SCORING

At the end of each round, players tally their scores by adding up points both horizontally and vertically (not diagonally.)

One point is awarded for each letter used to make up a word (one letter words are not scored).

One point is subtracted for each empty space.

Words within words count additional points. For example, if a player builds the word EAT he scores five total points; three points for the completed word and an additional two points for the word AT. (See Diagram 4.)

Words within "nonwords" are also worth points. For example, if a player forms the letter sequence HGSPY (see Diagram 5) he would receive three points for the word SPY, even though the sequence HGSPY is not a word.

Line scores are written in the boxes located on the bottom and right-hand side of each crossword grid. The following example may prove helpful in scoring.

WORD WAR									
	H		O	A	T	S			9
J	G		W	E					2
D	I	S	C	O	V	E	R		32
	N	P				A	O		-1
	Y	C	O		T	W			0
Q	A		A	N					2
	R	U	L	E	D				12
	K		M		R	I	M		3
0	5	3	4	5	0	5	3		

$$\begin{array}{r} 59 \\ +25 \\ \hline 84 \end{array}$$

WORD WAR

SPY (3 POINTS)

OATS OAT AT (9 POINTS)

DISCOVER COVER DISCO DISC IS OVER COVE (32 POINTS)

WE (2 POINTS)

EAT AT (5 POINTS)

BLANK SPACE (-1 POINT)

ROW (3 POINTS)

AN (2 POINTS)

RULED RULE LED (12 POINTS)

RIM (3 POINTS)

IN ARK (5 POINTS)

CALM (4 POINTS)

ONE ON (5 POINTS)

WORD WAR

WE

EAT

ROW

AN

RIM

IN ARK

CALM

ONE ON

1

© 1983 Western Publishing Company, Inc.

Before totaling your score, check your board one last time.

- Have you counted words in both their singular AND plural forms (OAT, OATS)?
- Have you counted all words involving grammatical changes (RULE, RULED)?
- Have you counted all words within words (DISCOVER, COVER, DISCO, OVER, COVE, IS, DISC)?
- Have you counted all words within "nonwords" (HGSPY)?

If players disagree on the validity of a word, a dictionary should be consulted.

### **TO BEGIN A NEW ROUND**

Each player clears his playing board by wiping it with a moistened tissue or cloth. Prior to the start of each new round, a player may select a different board. (Each board is identified by number in the lower right-hand corner.)

The winner of the last round of play shuffles the deck and draws the first card of the new round.

### **WINNER**

The winner is the player with the highest total score after four rounds of play.

© 1983 Western Publishing Company, Inc.

PATENT PENDING