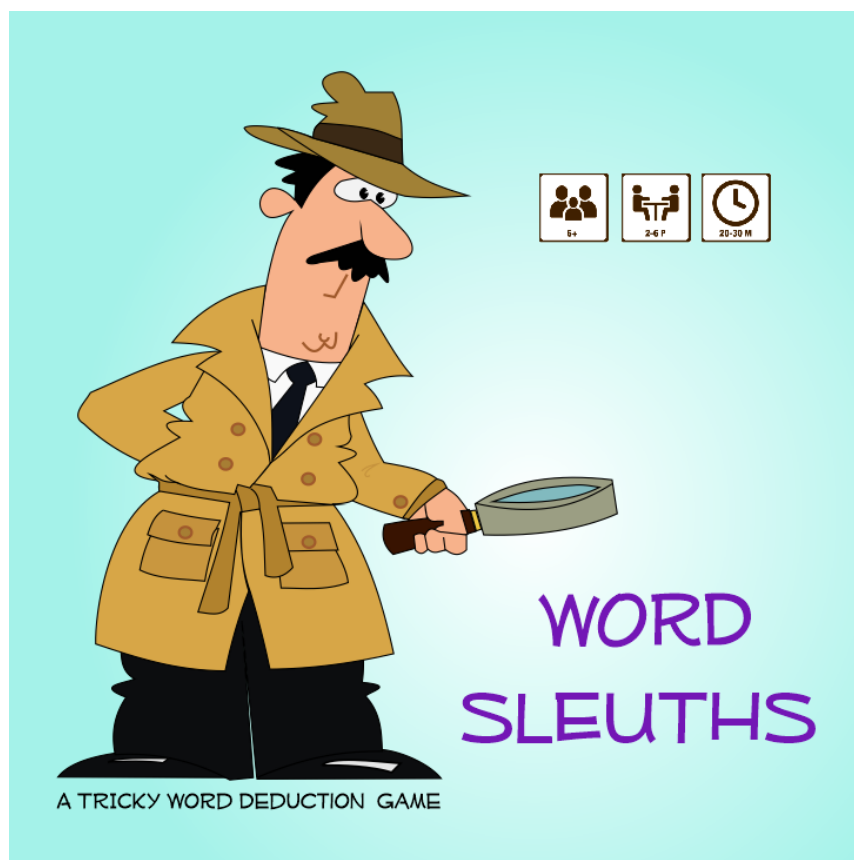


WORD SLEUTHS

(Instructions updated March 9, 2020)

Write down your secret words. Guess your opponents' words. Accumulate coins. Plays a bit like multi-player "Hangman"! For 2-7 players, ages 8 and up.



Word Sleuths comes in two versions: lasercut wooden tiles or a cardstock deck.

Full Game Components:

- 26 A-Z letter tiles or cards
- seven coins or cards
- deduction forms.
- “found” vs “not found” separator card.

Setup: Scatter the A-Z letters face down in a random pile. Each player gets a form and writes down player's names or initials on the left. Decide upon an end of game score, usually between 300 and 500 points. It's possible to gain 200 points in one round with four players.

The game is played in multiple rounds, usually starting with three-letter words, progressing through to six- or even seven-letter words. Rounds repeat until a winner is declared.

Round Preparation: Before a round starts, all players ponder their secret word then write it down. Fold the form to hide words before and after writing.

Round Progression: Rounds start with three-letter words, progressing to four, five and six letters. Always stack six fresh coins face up in decreasing values ordered 50 (top), 40, ... 5 (last). As a player correctly guesses a word, they will be rewarded with the top coin. The first player to guess a word gets 50 points.

Game Play: Players take turns flipping over a single letter and all players whose word has that letter call out the fact. Players now write down the letter within their form in the appropriate spot (player by word length).

Note that if you have the same letter two or more times, you must indicate this occurrence. For example, if your word is FLEET and E is flipped, you must say you have two E's.

Examples:

In the first round of three-letter words, “Jim” states that he has the letter “H” in his three-letter word.

All players write “H” under “3” across from Jim.

The round continues until all players’ words are deduced.

WORD SLEUTHS						
PLAYER ↓	PLAYERS' LETTERS BY WORD LENGTH					
	Round 1 (Circle One) 3 4 5 6 7	2 (Circle One) 3 4 5 6 7	3 (Circle One) 3 4 5 6 7	4 (Circle One) 3 4 5 6 7	5 (Circle One) 3 4 5 6 7	6 (Circle One) 3 4 5 6 7
Sue						
D.H.						
Jim	H					
J.S.						
H						

↑ FOLD BACKWARDS HERE TO KEEP YOUR WORDS SECRET ↑

YOUR SECRET WORDS & SCORES						
WRITE YOUR WORDS →	RYE					
COINS COLLECTED →						
If your word was revealed LAST get a 25-point BONUS						TOTAL SCORE

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Suggestion: After flipping a letter, group by found or not found to make it easier to make deductions.

Reducing Luck: Revealing letters is a matter of luck, so a three-letter word could be found quickly. If you don't like playing with luck, start with four-letter words.

In round two, Sue indicates she has “K” in her four-letter word, so all players write “K” under “Round 2” and across from Sue.

WORD SLEUTHS						
PLAYER ↓	PLAYERS' LETTERS BY WORD LENGTH					
	Round 1 (Circle One) 3 4 5 6 7	2 (Circle One) 3 4 5 6 7	3 (Circle One) 3 4 5 6 7	4 (Circle One) 3 4 5 6 7	5 (Circle One) 3 4 5 6 7	6 (Circle One) 3 4 5 6 7
Sue	RYE	K				
D.H.	JBO					
Jim	H SHE					
J.S.	NOW					
H	TAR ART					

↑ FOLD BACKWARDS HERE TO KEEP YOUR WORDS SECRET ↑

YOUR SECRET WORDS & SCORES						
WRITE YOUR WORDS →	RYE	KALE				
COINS COLLECTED →	30					
						TOTAL SCORE

If your word was revealed LAST get a 25-point BONUS

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Guessing Words: After flipping a letter, each player has one chance to guess the word of any one player. If correct, the player grabs the highest-valued coin. Limit the guessing to 30-60 seconds. You can have unlimited guessing on the final round.

Ending a Round: At the end of each round, total your coins and write your score in at the bottom of the form. Restore the coins into top-down pile.

Strategy: Start unscrambling the letters for each player. Look at what letters have been flipped to eliminate letters not in words before making your guess. More points for the quickest to solve.

Tips: When picking your word, avoid duplicate letters and be devious in your word choices. Ambiguous letter combinations work best, for example a word like LEAK might get attempted wrong guesses like LAKE or KALE.

Use ambiguous, anagrammatic words to fool your competitors.
 For example: ART (TAR,RAT), TEAL (TALE,LATE),
 HORSE (HEROS,SHORE), STEALS (SLATES,TASSEL,STALES).

Tips: When picking your word, avoid duplicate letters and be devious in your word choices. Ambiguous letter combinations work best, for example a word like LEAK might get attempted wrong guesses like LAKE or KALE.

Avoid repetitive letters, eg GOLD is OK but GONG is easier to solve.

“Last Man” Standing

Bonus: The last person in each round to have their word guessed gets 25 points.

Scoring: After four rounds, add up each player’s coin values, record their scores at the bottom right of each form.

Winning: Play until a player’s total exceeds the target score.

WORD SLEUTHS						
PLAYER ↓	PLAYERS' LETTERS BY WORD LENGTH					
	(Circle One) 3 4 5 6 7	(Circle One) 3 4 5 6 7	(Circle One) 3 4 5 6 7	(Circle One) 3 4 5 6 7	(Circle One) 3 4 5 6 7	(Circle One) 3 4 5 6 7

↑ FOLD BACKWARDS HERE TO KEEP YOUR WORDS SECRET ↑

YOUR SECRET WORDS & SCORES						
WRITE YOUR WORDS →						
COINS COLLECTED →						
If your word was revealed LAST get a 25-point BONUS →						
						TOTAL SCORE

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FAQ: What words are allowed? *Any dictionary word. Acronyms and abbreviations are not allowed.*

Exceptions: If a player does not identify a letter found in their word, or their word contains duplicate letters, any coins collected in that round must be forfeited and the player scores zero.



Additional Worksheets can be printed for free at

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