

points to win, but if a younger player attains 40 points first he/she wins.

(c) **Advanced Play:**

For a more challenging game the LAST-letter cards marked **S** and **D** can be restricted:

S – No plural word that ends in “s” is acceptable.

If the word provided can be used in a sentence as a plural word ending in “s” it is NOT acceptable.

D – No past tense word that ends in “ed” is acceptable. If the word can be used in a sentence as a past tense word ending in “ed,” it is NOT acceptable.

FAQ

1. Does spelling count?

Spelling need not be correct when you write the word, provided everyone agrees that the word as spoken is valid (e.g. receive vs. recieve). Spelling variations such as color vs. colour are acceptable, but they are considered the same word.

2. Does the youngest person always provide the first word?

No, from the second round onward, the person providing the first word continues to the left.

3. Is the time limit always one minute?

One minute is the recommended time limit but players may decide on a longer time limit.



Published by U.S. GAMES SYSTEMS, INC.
Stamford, CT 06902 USA • www.usgamesinc.com

WOW™ is a registered trademark of
K. Fisher Enterprises
P.O. Box 66518 • Toronto, ON • Canada M1J-3N8
www.wizardcards.com
Made in China

THE ULTIMATE WORD CARD GAME



FUN • EDUCATIONAL • CHALLENGING

Ages 10 and up

OBJECT OF THE GAME

The object of the game is to compose words that begin with the given **first** letter and end with the designated **last** letter.

MATERIALS

- 33 cards made up of 2 separate decks of 17 FIRST-letter (blue) and 16 LAST-letter (red) cards.

The blue deck provides **first** letters and the red deck provides **last** letters. Two of the cards provide a choice of last letters.

Two of the red deck cards are marked **3** and **4**.

This indicates that players must make words of 3 and 4 letters, respectively.

- A timer
- Custom Scorepad

SETTING UP

Select a player to be the card turner and timer. Place face down in a pile the 17 FIRST-letter (blue) cards beside the 16 LAST-letter (red) cards.

HOW TO PLAY

The top card of the FIRST-letter (blue) deck is turned over to reveal the starting letter that must be used to start words. Next, the top card of the LAST-letter (red) deck and the timer are simultaneously turned over to begin play. All players write down as many words as they can think of starting and ending with the letters shown on the two cards. Each word must have a minimum of 5 letters.

Special LAST-letter cards:

- If a **3** card is turned up, words of 3 letters starting with the given letter are required. If a **4** card is turned up, words of 4 letters are required. There are no restrictions on the last letter used.
- Two of the cards have more than one letter on them. Words ending in any of the given letters are valid.

Players must stop writing when the timer indicates that time is up. When time is up, every player has a list of words. The youngest player starts by saying **one** word from his list. Other players who have the same word must cross it out. Moving clockwise, each player in turn provides a different word – no word can be repeated. Players continue to offer one word at a time until all words have been revealed.

KEEPING SCORE

One person should act as scorer. Words of 5–6–7 or 8 letters **score 1 point** each. Words of 9 or more letters **score 2 points** each. When either the **3** or **4** card is in play, words **score 1 point** each. Only the first player to say a word gets to score it. At the end of each turn the scores are totaled and recorded in the box to the upper left on

the score sheet. The box to the lower right is used to keep a running total score for each player.

		PLAYER				
Score Total		John	Mary	Jill	Tom	
TURNS	1	2 2	2 2	3 3	1 1	
	2	4 6	3 5	1 4	3 4	
	3	2 8	4 9	6 10	3 7	
	4					

LENGTH OF THE GAME

The game is over when all of the 16 LAST-letter cards have been used – approximately 30 to 60 minutes.

WORDS

Acceptable: All regular words including archaic, obsolete, colloquial, slang, and those of foreign origin are acceptable.

Not acceptable: Words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe.

Authority: Generally players can simply accept or not accept a word. If there is a question regarding whether a word is valid, a dictionary can be kept on hand to settle disputes.

VARIATIONS

(a) Quick Game:

A game may end after 10 pairs of cards are turned over.

(b) Handicap Game:

A target score can be established. For example, the first person to attain 50 points wins. If adults are playing with younger children each person may be required to attain a different score in order to win. For example, an adult may be required to attain 50