

CROSSWORDS

The Popular Word Game for 2, 3, or 4 Players

THE OBJECT OF THE GAME is for each player to play out his letters by forming words to the crossword layout. Higher score is made by playing letters on your own color or on squares containing crosses.

EXPLANATION OF THE BOARD

The Board is divided up into 4 colored areas of twenty-five squares each (i.e. Red, Blue, Green and Orange) which form a cross. In the center of this large cross is a smaller one which serves as the starting point. Each player chooses a color and uses the built-in beveled rack bordering that color.

THE DICE are used to determine which player starts the game. High dice starts. They are also used in bonus scoring. When a letter is placed in a square containing a small cross, the player rolls the dice and gains as a bonus score 5 times the reading of the dice. If the square containing the cross is the player's own color he gains as a bonus ten times the dice throw. (For example if he rolls 6 his bonus would be 60 points).

THE DRAW

The letters are taken out of the box and placed face down beside the playing surface in easy reach of the two or four players. Each player draws 10 letters and without showing them places them facing him in his rack at the side of the board bordering his color. The remaining letters are left face down and are drawn in turn by each player to replace letters he has formed words with in play. After each play therefore his letters are brought back to a total of ten.

BLANK LETTER BLOCKS may be used as any letter in the alphabet. Once played they must be left on the board representing the letter they were used as. There are four blank letter blocks in the game.

THE PLAY AND SCORING

The player who rolled high dice starts the game by placing a word of at least three letters in the center of the board (i.e. the small cross in the center must

A player is permitted to add letters to a word already formed on the board to change it to another word (for example the word TAPE could be changed by adding STRY to form the word TAPESTRY).

It is important to note that once the first word has been played its top and bottom determine the direction of the top and bottom of the crossword layout. All words read from top to bottom or left to right as in a regular crossword puzzle. Diagonal words are not permitted and additions can be made in only one direction on each turn (i.e. from left to right or top to bottom).

Important — a letter or letters added must always form complete words with those adjacent to it. (For example, after SHIP and FISH were played in Diagram 3, you could not play the word BASE because it does not form words throughout (i.e. SB, HA, PE).



Diagram 3

WORDS PERMISSIBLE

All words except plurals, proper nouns, foreign words, abbreviations, or letters separated by an apostrophe. A word may be challenged and the final judge is the dictionary. If a player is proved wrong, 25 points are deducted from his score. If he is right, he gets another turn.

WINNING THE GAME

The player who has the highest score at the end wins. The game is over when all the blocks faced down are down and when all possible word combinations are exhausted from each player's rack. The blocks left in his rack are counted 5 points against him (deducted from final tabulation).

be used either horizontally in this manner or vertically.)



Diagram 1

The player then tabulates his score counting 5 points for each letter played and the player keeping score writes it down. If letters are played on his own color square they count double. On squares containing crosses the player uses the dice to determine his bonus score (see paragraph on dice).

After the first word has been played all following plays must be made to that word or words that have stemmed from it. If a player cannot complete a word of two or more letters, he can draw up to three letters from the letters faced down making sure that the three letters he returns are also faced down. This counts as his turn. In Diagram 2 you will see an example of play.

- 1st player plays CAT
- 2nd player adds APE to form the word TAPE
- 3rd player adds FAE to make word FACE
- 4th player adds OOL to make word FOOL



Diagram 2

PARTNERSHIP CROSSWORDS can be played in the same manner. Partners sit opposite each other always. A single score is kept for each team and they receive double the score as in regular play for letters placed on their own or their partner's colored squares, crossed squares.

SCORING SUMMARY

1. 5 points each letter played, 10 points on own color square, 5 times dice throw on any cross square, 10 times dice throw on cross square on own color.
2. Any word over 5 letters gives player 50 points bonus (i.e. he must place in one turn at least 5 letters).
3. Letters left in rack at end of game count 5 points against score.
4. Challenges count 25 points for or against according to findings in dictionary.

LETTER BREAKDOWN FOR CROSSWORDS

A -9	H -4	O -9	V -1
B -3	I -9	P -2	W -1
C -3	J -2	Q -1	X -1
D -5	K -2	R -7	Y -3
E -12	L -4	S -6	Z -1
F	U -4	T -8	Blanks-4
G	N -7	U -6	

120 Total