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KROSS THE WORDZ

**THE WORD GAME FOR THINKING
OUTSIDE- & AND INSIDE THE BOX!**

**Fast-paced wordplay for 2 to 5 players
aged 10 and up**

**It's actually quite easy: simply skillfully arrange
the letters in your table to create as many long
words as you can either vertically or horizontally.
Whoever uses the letters best will
ultimately take the lead!**



moses.

GAME CONTENTS:

1 block
24 task cards
26 letter cards



Each player will also need a pen.

GAME SETUP:

Distribute a sheet from the block to each player. They should place this in front of them. Shuffle the task cards and lay them face down in a pile in the middle.

Spread the letter cards out face up around this.

Ideally, arrange the letters from A to Z. Make sure that you can see all of the letters clearly. Each player should take a pen, and then you can get started.

HOW TO PLAY:

Each player first needs to take a task card from the pile. Have a look at your task, then place the card face down in front of you.

The youngest player starts—play then continues in a clockwise direction.

Is it your turn? Then **say a letter** out loud so that everyone can hear it. Each of you should then enter this letter in **any of the free squares** in your table. Once all of the players have entered this letter in their table, it is the next player's

turn. You each take it in turns to say a letter and then try to use these to make words in the rows and columns in your table. The following rules apply:

- Words can be read from top to bottom (columns) or left to right (rows) **diagonal words do not count!**
- Only use words that can be found in a standard English **dictionary**.
- **Abbreviations** and **proper names** are **not** allowed.
- Words can only be used in their basic form. *plurals* are allowed, inflections are not: „PLAY“ and „PLAYS“ count as words „PLAYING“ does not.
- **Verbs** (doing words) also only count in the infinitive: „GO“ counts as a word, „GOES“ does not.
- There's no need to use upper and lower case. Just use **capital letters** everywhere to ensure you can read everything easily.
- A row can include **several short words**. However, these words **must not** overlap: in the combination D-O-O-R-E you can use „DOOR“ oder „ORE“ but **not both**. The same rule applies for columns.
- You can use a letter twice if a **row and column cross** (just like in a crossword puzzle: one word goes from left to right, the other goes from top to bottom).

Note: Are you unsure how to spell a word correctly? Then check in the dictionary or ask your fellow players. Words spelled incorrectly won't count at the end.



DON'T WANT TO ENTER A LETTER IN YOUR TABLE?

Does the letter not fit with those in your table? Then you can **reject** it. Take the card for this letter and place it in front of you. Has someone said the letter you have in front

of you again? Then you **must** enter the letter in your table this time!

IS ANOTHER PLAYER ALREADY USING THE LETTER CARD YOU NEED?

Do you want to reject a letter that someone has said but another player already has the letter card in front of them? Then simply take the card away from them and place it in front of you instead. The letter cards can be moved “back and forth” between players several times during the game.

Important: Only **one player** can reject a letter per turn! It is always the player, who grabs the letter card they need first. All of the other players must enter the letter in their table.

Beware: If you have one or more letter cards in front of you at the end of the game, then each of these counts as **1 minus point**.

WHAT IS THE TASK CARD FOR?

Try to find a word that matches your task card during the game. If you manage to find a corresponding word by the end of the game, you will receive **3 bonus points**.

You can only receive these bonus points **nonce**.

Note: The tasks sometimes mean you can use words that might not be allowed otherwise—these include first names, city names, etc.

END OF THE GAME:

Whoever manages to fill all 36 squares in their table with letters first receives **3 bonus points**. Several or even all players might actually manage this in the same turn. The other players keep playing until just **1 person** is left. This player

can name **one final letter** for their table. The game then ends even if they still have empty squares in their table.

NOW ADD UP YOUR POINTS:

Each of you should highlight the **valid** words in the rows and columns in your table, then write the total number of points for each row or column in the square next to it. Depending on the word length, you receive the following points:



Word with 2 letters	2 points
Word with 3 letters	3 points
Word with 4 letters	5 points
Word with 5 letters	7 points
Word with 6 letters	10 points



Careful: does a word appear in your table several times? It still only counts once.

Now add up all of the points for the rows and columns and enter the scores for these.

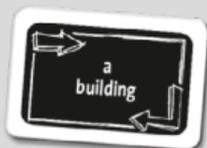
Add your bonus points: **3 bonus points** each for a completed task card and/or for finishing first.

Then take off **1 minus point** for each of the letter cards that you still have in front of you.

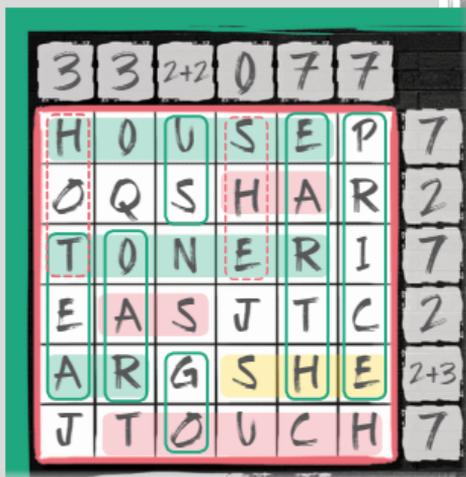
Example:



House:
3 bonus points



-2 points



Note: SHE can only be counted once;
HOT and TEA overlap, so you can only count one of these two words.

If several players have the same score, then they must **compare words**: whoever has the most 6-letter words wins. If several players have the same number of 6-letter words, then they should compare how many 5-letter words they have, and so on. Should they even have the same number of 2-letter words, then a draw is declared.

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