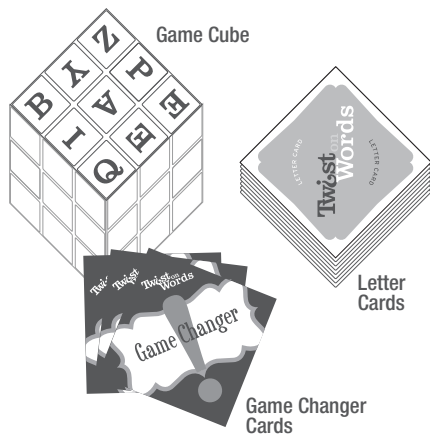


# Twist on Words

It's your turn!

## game instructions

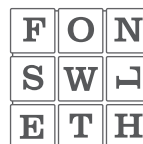


## 1 getting started

First, deal the maximum equal number of Game Changer cards to all players (more about game changer cards later). Unused cards may be put aside.

To determine who will take the first turn, one player shuffles the cube thoroughly (without looking!) and places it on the table, visible to all. The first player who can find a 5 letter word and call it out takes the first turn. Remember, the letters used to form a word do not need to connect (see example at right).

Example:



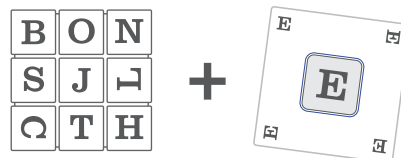
Some possible 5-letter words:

FLOWN	SWEET
HOWLS	TOLLS
SWOON	WELTS
SLEET	ETC...

## 2 it's your turn

At the start of each turn, a player receives the randomly shuffled cube from the person to their right. The top Letter Card from the deck is flipped over and the player immediately starts searching for a word. Player must utilize the letter on the card, and any of the letters on top of the cube. The object is to spell a word of at least 4 letters to win the flipped letter card. If a longer word is spelled, additional cards from the deck are won – one for each additional letter in length.

For example:



Possible words from cube and card above:

“CONE”: 4 Letters, Player wins the letter card  
 “STOLE”: 5 Letters, Player wins the letter card, plus one extra  
 “CHOSEN”: 6 Letters, Player wins the letter card, plus two extra  
 “JOSTLES”: 7 Letters, Player wins the letter card, plus three extra  
 ETC...

## ...but think fast! Other players can steal the turn...

While each player is taking his turn, the other players can “steal” the turn if they can find—and call out—a 7-letter (or longer) word before the original player calls out his word.

If successful, the stealing player takes the flipped card(s)—and no more. The original player loses his turn and game play resumes with the person to the left of the original player.

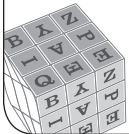
There is no time limit to a turn, but the threat of a “steal” promotes quick thinking. If a player cannot see a 4-letter word and there is no steal, the player can pass and leave the flipped Letter Card in place. At the start of the next turn, a new Letter Card will be flipped and placed atop the forfeited card. Both cards will be taken by the next winner (together with any additional bonus cards due to word length.)



# 3 continuing play

When each turn is over, the player shuffles the cube for the person to their left. Play continues clockwise until all the cards from the deck have been won. To modulate the length of the game, consider removing some cards from the deck for fewer than 4 players.

*A quick but thorough shuffle of the cube reveals nine fresh letters for the next turn.*



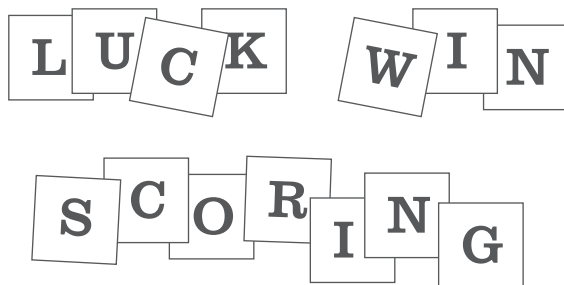
The **Game Changer** cards, which were dealt at the beginning of the game, each describe an action that the holder can take to gain advantage over their opponents. They can be played at any time during the game, though consideration should be given as to when they will have the most benefit. They should be kept private to maintain the elements of surprise and strategy. Each **Game Changer** card can only be used once during a game.

## scoring points & winning the finale

When all the cards from the deck have been won, players take the Letter Cards they have collected during the game and use them to create new words and score points. Words in this round must be 3 letters or longer. Count one point for each letter used in a word. Cards that cannot be used in words must be put aside; they will have no point value. **BONUS!** Spell a 7 letter word or longer with the letters you've collected and get double points for that word. The player with the most points wins!

### ...or keep it simple

For a faster variation on scoring, skip the finale and just count the letters you have collected and get one point for each.



## what kind of words?

Ultimately, it's up to the players to decide what types of words count as "valid." We would recommend starting with a standard English dictionary—excluding proper nouns—to give players the most general pool of common words. But should you decide to get a little more creative, you might include proper names, foreign terms, even slang. But make sure all players have agreed at the beginning of the game!



## NEED SOME TIPS ON STRATEGY ?

Read some strategy pointers on our web site and find longer words faster. Use the QR code below.



### READY TO SOLVE A MYSTERY?

Visit our website for clues to the hidden message embedded in your cube and win a valuable prize!



## ready for the next level of play?

For new twists on these rules, visit [www.twistongames.com](http://www.twistongames.com).

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