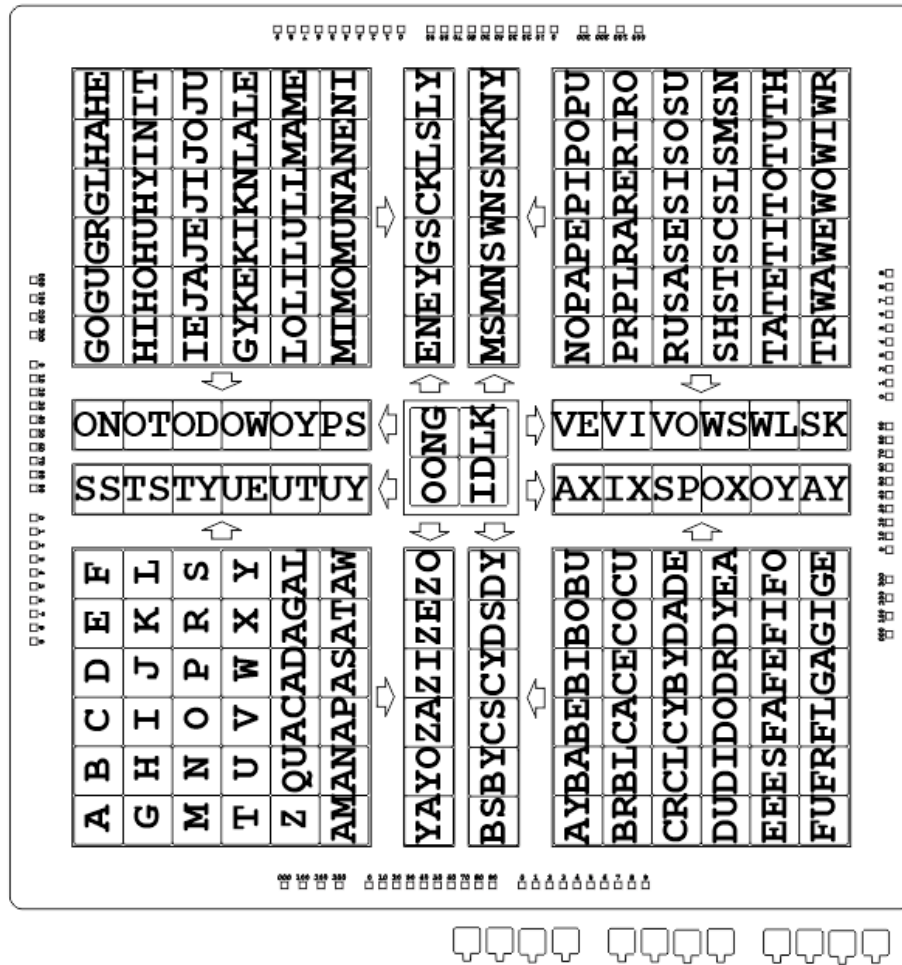


# WORD CROSS

(Updated March 23, 2019)

**Word Cross** is a game about making short words within a laser-cut board. Up to four players compete to use one- and two-letter fragments to form and lock two- to four-letter words. Over 5,000 English words can be made from these fragments.





**COMPONENTS:** 15-inch laser cut gameboard with 190 wooden fragment tiles and 12 score markers.

**GOAL:** Be the first to exceed a target score.

### QUICK START:

Fill the large boxes and centre box with letters. Leave columns empty for words. Players take turns moving a single fragment at a time to one of their columns. On subsequent moves, make and score words.

## **GAME BOARD:**

The game board has four large boxes for supplying fragments to each player and one small box in the middle for a shared supply of fragments for all players. Each player has two slots for making six words.

Within the slots, each pair of horizontally-adjacent fragments must form a valid word.

Fragments stacked in slots must always “float” to the bottom of each slot.

**Arrows:** indicate valid movement of fragments.

## **SETUP:**

- Agree upon a target score, for example 250 points
- Clear the board
- Place all the fragments in a bag and randomly return 36 tiles within each of the four large supply boxes.
- Place four random fragments into the middle box.
- Reset all score indicators to zero.

You will have extra tiles left after setup – these are used to supply the middle box when fragments are moved from it.

## GAME PLAY:

On each turn, a player has one minute to:

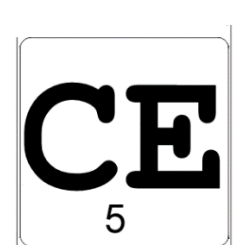
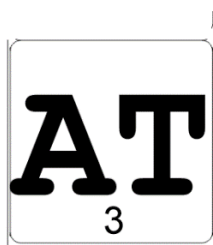
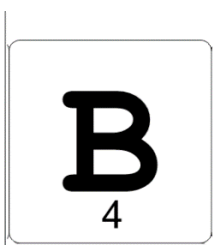
- Move a fragment
- or Swap two fragments
- or Steal a fragment
- and possibly Lock a word (call it out first).

## FORMING WORDS:

Words are formed across your left and right columns. Pairs of adjacent fragments must form valid words. You can construct 2-, 3- and 4-letter words.

Once validated, these fragments should be immediately flipped over to lock them. Locked fragments cannot be stolen. The only reason to not lock a word is to try to get more points later, but this can be risky.

Once a word is formed, call it out and flip over the two tiles to lock the word, preventing its tiles from being stolen.



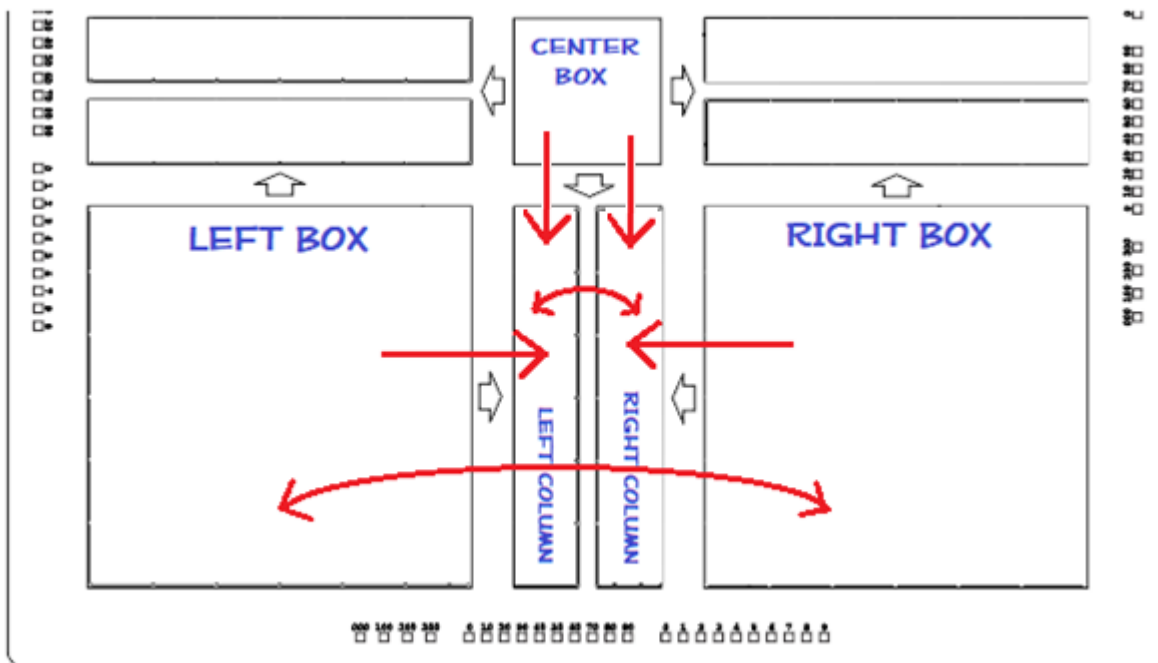
## USING AVAILABLE TILES:

A player can use only the tiles in adjacent supply boxes or can steal an unlocked tile from another player. Letters are supplied from left or right or middle.

## MOVING FRAGMENTS:

You may move a fragment as follows:

- Left supply box to left column
- Right supply box to right column
- Center box to either left or right column
- Swap two tiles between left and right boxes
- Swap two tiles between left and right columns
- Move a fragment between your two columns.



*Note that each player has the exact same layout.*

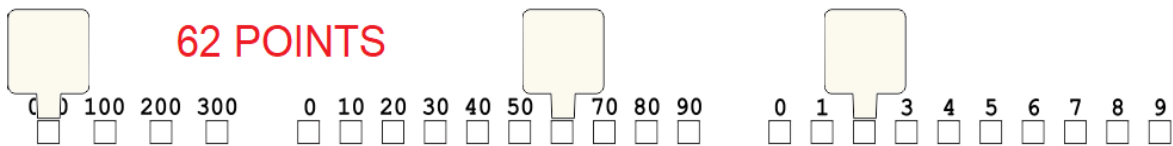
## STEALING FRAGMENTS:

A single fragment that is face up can be stolen at any time to complete a word in your slots. You cannot steal a fragment if you cannot complete a word.

## SCORING:

Remove the upside-down tiles and score the fragments. Adjust each score marker.

Each player has three pegs to keep score: one for hundreds, one for tens and one for units. For example:



## ENDING A ROUND:

When any player has made six words, the remaining players can each move a final fragment. All players score the words made. The game is over when someone hits the target score.

## CENTER REPLENISHMENT:

When a fragment is supplied from the center box, replace it with an extra tile.

## **STARTING THE NEXT ROUND:**

Remove all tiles in the columns and center box. Return them to the bag or box. Shuffle these tiles and fill in the holes in the large boxes and add four new tiles to the center box. Continue playing until the target score is hit.

## **STRATEGY:**

You may stack letters within your slots without making words, but be wary of them being stolen by other players.

Note that each player shares fragments with two other players, one on each side. This makes for interesting gameplay as key letters may quickly disappear. Try to grab highest value fragments first.

## **DISPUTES:**

If someone makes an invalid word that is disputed, that person must return the fragment and lose their turn.

## **TWO-PLAYER RULES:**

Fill the middle box and only two supply boxes, diagonally opposite each other. This makes for a more challenging game as two players share fragments.



