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LER 0333 Alpha-Bug Soup® Word Game

LER 0341 Go to Press!™ A Grammar & Proofreading Game

LER 5082 Pharaoh's Phonics™ Game



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Words on my Mind™

GAME



WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

Create the most correctly spelled words using the six letter dice.

Contents

- Two red vowel dice
- Four blue consonant dice
- Dice shaker
- Score sheet pad
- Dice tray
- Two-minute sand timer

Game play for 2–6 players

1. Place the six dice in the shaker.
2. Have one player roll the dice out of the shaker.
3. Place the dice in the tray with the letters facing up. These are the letters that will be used during game play.
4. Each player should write the letters at the top of the score sheet in the spaces provided.
5. If a player rolls a star, that player should choose a letter for everyone. Choose a vowel for a star rolled with the red dice or a consonant for the blue dice.
6. Start the timer. Have all players write as many words as they can, using only the six designated letters.
7. Letters may be repeated within the same word. For example, if a player rolls the letters A, E, L, P, Y and T, the word A-P-P-L-E can be created by twice using the letter P.
8. Plural and singular word forms can be used and counted as two separate words.
9. Proper nouns, such as person and place names, should not be used.
10. Once time runs out, players say their words aloud.

Note: Keep a dictionary on hand to settle any spelling or word challenges. Any distasteful or inappropriate words should not be counted.

Scoring

1. Each player receives one point for every correctly spelled word.
2. Any correctly spelled word that is unique to other players' words earns two points.
3. The player with the most words earns an additional three points. (If there is a tie, no extra points are awarded.)
4. Game play continues until one player reaches twenty-five points or another specified total.

Game play for more than six players

To play a game with more than six players, divide players into small groups of two to four. Each team brainstorms words. Once time runs out, teams read their words aloud. Game play and scoring remains the same.

Variations on the game

The variations can increase the difficulty level. Choose one or more if desired. Please note that in all cases, the game play and scoring will remain the same unless otherwise noted.

1. If a star is rolled, a vowel or consonant may be chosen regardless of the dice color.
2. If a star is rolled, each player may use a different letter in each word with the wild letter. Use the wild letter only once for each word. With this variation, additional points are not awarded for unique words.
3. Rolled letters may be used only once in each word.
4. Allow use of proper names and places.
5. Give ten bonus points if all six letters are used in a word.
6. Roll the dice twice and use all twelve letters in a game.