

WORD POWER

GAME RULES

Contents

- 1 game board
- 1 dice
- 6 game pieces
- 700 Challenge Cards
- 50 Power Cards
- 30 Wild Cards

* Getting started

Set up the game board, place the Wild and Power Cards face down on the board, and keep the Challenge Cards in their boxes. Each player receives a coloured game piece (which they put on the Start circle) and three Power Cards (which they can look at but keep face down so others can't read them).

Each player throws the dice in turn, and the one who rolls the highest number goes first. If two or more players are tied, they continue to roll until a winner emerges.

How to play

The player who goes first rolls the dice and moves the corresponding number of spaces on the board. This player's turn then continues with the person to the left drawing a Challenge Card from the box and reading out one of the challenges (either blue, green or purple – at the start of the game, players should agree on which colour to use) and its numerical value. There are three types of cards:

- 1 **Definition.** The player answering the challenge must define a word by choosing from four possible answers. The answering player is allowed to look at the challenge, once the person reading the card has covered the answer.
- 2 **Reverse Definition.** The player answering the challenge must choose the word that matches the definition given. Once again, the answering player can look at the challenge, as long as the answer is covered up!
- 3 **Spelling.** After hearing the word and its definition, the player answering the challenge must spell it out loud.

After the player has heard the challenge, they have two options:

- 1 **Give an answer.** If they answer correctly, the player moves forward the number of spaces designated at the top of the card and their turn ends. If they answer incorrectly, they stay where they are and their turn ends. Play continues around the board in a clockwise direction.
- 2 **Pass it on to another player.** This player must answer the challenge (rather than pass it on yet again). If they answer correctly, they move **forward** the designated number of spaces; if they answer incorrectly, they move **back** this number of spaces. Once the challenge has been answered, the person to the left of the player who originally had the challenge begins their turn.

NOTE: Challenges cannot be passed on to the person reading it out, since they have seen the answer. If only two people are playing, challenges cannot be passed on.

Action circles

Several circles on the board have instructions, which are only carried out when a player lands on them **with the roll of the dice**. In other words, **if a player lands on an action circle, including the Wild Card and Power Card circles, by any means other than rolling the dice, they ignore the instructions.**

When a player lands on a Wild Card circle with the roll of the dice, they pick up a Wild Card and carry out the instructions immediately. When a player lands on a Power Card circle with the roll of the dice, they pick up a Power Card and place it with their other Power Cards.

NOTE: After a player lands on an action circle with the roll of the dice and has carried out the instructions, they then answer a Challenge Card as usual (unless the action circle says 'Miss the rest of your turn' – in this case play immediately passes on to the next player).



Power Cards

Power Cards should be used at the time when they are most effective. Here is a quick guide to the best time to play each type of Power Card:

Free Pass	After you have answered a challenge incorrectly.
Second Chance	After you have answered a challenge incorrectly.
Double Up	After you have answered a challenge correctly.
Triple Play	After you have heard your challenge, but before you attempt to answer it.
Pass It Back	After another player has passed a challenge on to you.
Stay Where You Are	When instructions on the board or a Wild Card you pick up tell you to move backwards, or when another player attempts to move you backwards with a Wild Card.
Block	After you land on an action circle.
Wild Card Block	After you, or any other player, pick up a Wild Card.
Take a Break	At the beginning of the turn of the player you are using the card against.
Super Challenge	Before the player you are using the card against listens to their next challenge.

How to win

As soon as a player reaches the Champion's Challenge circle (they do not have to roll or earn the exact number of moves to get there), the other players confer and decide which type of challenge they have to answer (Definition, Reverse Definition or Spelling). The next 4-point Challenge Card in that category is then drawn and the challenge is read out. If the player in the Champion's Challenge circle answers correctly, they win. If they answer incorrectly, they move back 6 spaces, their turn ends and play continues around the board. A Champion's Challenge cannot be passed on, and no Power Card, such as Second Chance or Triple Play, can be used to help answer it.

Hints

- Keep an eye on your Power Cards. They can be played at different times, depending on the instructions, so always be aware of which cards you have.
- Don't forget that you can always pass a difficult challenge on to someone else.
- If some players have a limited knowledge of words, you can always help them along by giving them more Power Cards or doubling the value of their challenges.