



# WordSpiel



## INSTRUCTIONS

Where the END...is just the BEGINNING®

### Prefer to watch?

Here's a video tutorial



Find video tutorials for all our games at [www.setgame.com/learn-to-play](http://www.setgame.com/learn-to-play)

### GOAL:

To be the player with the lowest score at the end of the fifth round by using all of your cards to make words.

### TIMER:

Flip the timer over and pull the plastic strip out to activate the battery.

Timer sleeps after 60s if not used.

Starts, Stops & Pauses



Resets to 60s

10 second warning beep.

Time's up final beep.

### DEAL:

Shuffle both decks of cards together and deal 10 cards, one at a time, to each player in a clockwise rotation. Place the remainder of the deck facedown in the middle of the table.

### PLAY:

**A.** The player to the dealer's left goes first and play continues clockwise.

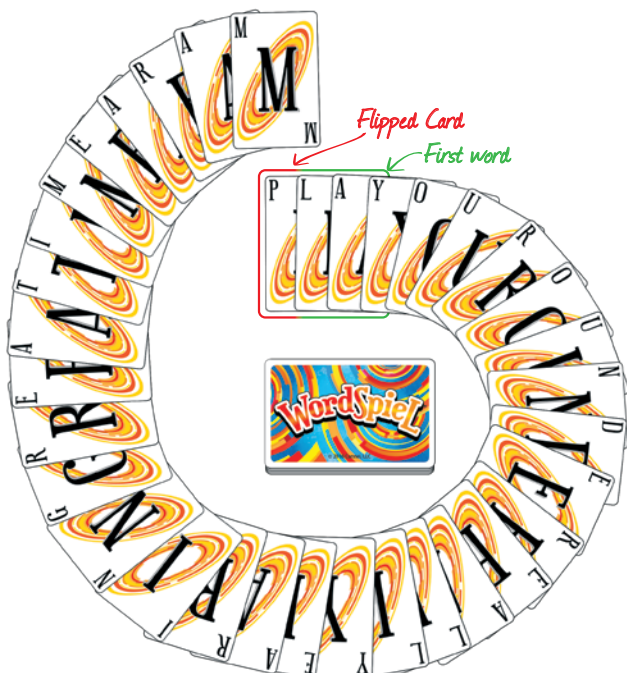
**B.** Each turn is 60 seconds. Only one word can be made per turn. You do not draw any cards during your turn.

**C. Exchanging Cards:** You can exchange up to 3 cards per round. Exchange cards before the round starts OR during the round when it is **not your turn**. To do this, place a card from your hand facedown in front of you then draw a new card from the top of the deck.

**D.** Once all players have looked at and organized their cards, the dealer flips over the top card from the deck and starts the timer.

**E.** The first player must make a word that begins with the letter on the flipped card.

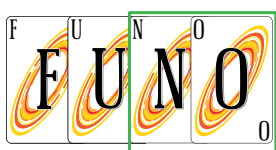
**F.** Play your word by adding your cards to the flipped card in the center of the table. Then reset the timer for the next player's turn.



**G.** In turn, each player builds a word starting with the last letter(s) played.

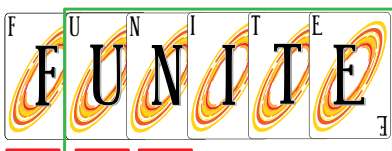
#### For example:

If the last word played was "FUN," you could start with the letter "N" and make the word "NO."



#### OR

You can go back two letters and start with the "UN" and make the word "UNITE."



#### OR

Use the entire word "FUN" and make the word "FUNNY."



As words are added, the cards will spiral around the deck. You can start your word as far back as you want, but you must use all the cards in the same order as part of your word. You can't rearrange previously played cards.

**H. Run Out of Time or Can't Make a Word:** If you run out of time or can't make a word, you must pick the top card from the deck. **Before you look at it**, decide if you want to:

1. Add it to your hand
- OR
2. Place it at the end of the spiral

Either way your turn is over. If it's placed at the end of the spiral, it does not have to create a word, but the next player must use it.

**I.** The round is over when a player runs out of cards.

**J.** Each card left in your hand is worth one point. Scores are recorded at the end of each round. The player with the lowest score at the end of the fifth round wins!

## THE NITTY GRITTY

### ALLOWABLE WORDS:

All words in the dictionary, plus common abbreviations such as *tsp* (for teaspoon) or *lb* (for pound) are allowed. You can use a dictionary at any time, even during your turn.

#### The following are NOT allowed:

- Contractions (*don't, she's*)
- Acronyms (*A.S.A.P. = As Soon As Possible, V.I.P. = Very Important Person*)
- Hyphenated words (*part-time, head-on*)
- Proper nouns (*Robert, Alaska*)
- Proper noun abbreviations (*CA, Tue, Feb*)

### CHALLENGE A WORD:

You can challenge any word. If you are correct, the player must then pick up their cards plus a penalty card from the top of the deck.

CONTINUED →

## FAQs

### Do I have to use the timer?

The timer was added to increase the challenge and keep the game moving. You can use the timer or take your time, it's up to you.

### What if we go through the whole deck?

Simply leave the last few words in the spiral and pick up and shuffle the rest to replenish the deck.

### What if I do not have time to play 5 rounds?

Decide how many rounds your group would like to play before you begin. For example: The person with the lowest score after 3 rounds wins!

## Solitaire Instructions

### DEAL:

Deal two stacks of ten cards. Choose one stack to be the cards in your hand. You may look at these cards. The other stack will be your draw pile. The draw pile will be left in a stack facedown. Set the remainder of the deck to the side.

### GOAL:

To use all of your hand cards by making words.

### PLAY:

1. Start by flipping over the top card from the remainder of the deck.
2. Lay down cards from your hand to make a word that starts with the letter on the card you just flipped over.
3. Then add the top card from your draw pile to your hand.
4. Once you've added your new card, make another word that starts with the last letter(s) of your previous word.
5. As long as you still have cards in your hand, you must add the top card from the draw pile to your hand after every word you play.
6. There is no time limit and you can use a dictionary at any time.
7. If you can't make a word, you can either take the top card from your draw pile and add it to your hand or EXCHANGE CARDS.
8. If you take the last card from your draw pile, you have **one last chance** to make a word.
9. If you successfully use all of your hand cards to make words, you win!

### EXCHANGE CARDS:

At any time, you can exchange up to 3 cards from your hand with cards from the remainder of the deck. Keep the cards you exchanged in a separate pile to make sure you don't exchange more than 3 cards per game.

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### Karma®

*What Goes Around...Comes Around!®*

Race to get rid of all of your cards by playing a card of equal or higher value. In this game there are multiple winners. You never really know who's going to lose until the very last card. The dramatic ending calls for an instant rematch!

**Ages:** 8 to adult • **Players:** 2 to 6



### Five Crowns®

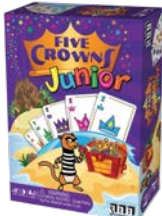
*The game isn't over 'til the Kings go wild!®* This five-suited rummy-style game is a quick favorite for avid and casual card players alike. A rotating wild card keeps players on their toes!

**Ages:** 8 to adult • **Players:** 1 to 7

### Five Crowns® Junior

Kid-style rummy! Match all 5 cards in your hand to win a treasure chip. The player with the most treasure wins the game. The wild card rotates just like in the original Five Crowns game.

**Ages:** 5 to adult • **Players:** 2 to 6



### SET®

*The Family Game of Visual Perception®* This classic game has won over 35 Best Game Awards! Race to find the most SETs! SET is challenging, fast and fun; exercise your brain while playing a game. It's a binge-worthy game of Triple Matching Mania®.

**Ages:** 6 to adult • **Players:** 1 or more

### SET® Junior

*Your very first SET game!* With this two-sided game board kids can start to play as young as 3 years old! Match tiles to the SETs on one side, then race to find SETs on the other side. Point chips make scoring fun!

**Ages:** 3 to adult • **Players:** 2 to 4



### SET® Dice

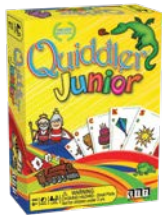
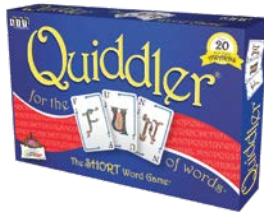
Includes three award-winning ways to play! In SET CUBED® you take turns making SETs with your dice and the dice on the board. SCRAMBLE SET is fast-paced family fun, just like your favorite card game. CROSSWORD SET challenges you to connect all 10 of your dice into SETs! Roll, Connect, WIN!

**Ages:** 8 to adult • **Players:** 1 to 6

### Quiddler®

*The SHORT Word Game®* Winner of over 20 Best Game Awards! The challenge is to combine all the cards in your hand into words. The number of cards dealt increases each round. *For the FUN of Words®*

**Ages:** 8 to adult • **Players:** 1 to 8



### Quiddler® Junior

FUN with words! A perfect game for witty word wizards and early readers alike. Each card contains a kid-sized word and colorful picture. Point chips make scoring fun.

**Ages:** 6 to adult • **Players:** 2 to 6



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SET • Quiddler • Karma

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Video tutorials • Educational resource information

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