

Word Master™

Players: 2-6 Ages: 6+

Object of the Game: Players will work as a team to guess correctly the secret word chosen by the Word Master.

Game Set-up: You will need a Smiley Game Cube to play this game. You will need to print out a sheet of Smiley Tokens and secret word sheets. For best game play experience print on heavy paper. Cut out game pieces and store in a plastic bag until you are ready to play. You will need a pencil.

Select one person to be the Word Master. The remaining players will act as a team. The Word Master will start with a secret word sheet, and the Team of Players will start with 12 Smiley Tokens.

The Word Master, in secret, chooses a word 5 letters or more. After the Word Master has secretly chosen a word, on the secret word sheet place an 'X' in any space(s) not needed to complete the word.

Game Play: Each member of the team takes turns rolling the Smiley Game Cube. Each time the Smiley Game Cube is rolled, the outside number is for the team and the inside number is for the Word Master. The outside number indicates the letter group to choose from; as a team, select a letter from that group. If the letter chosen is in the word then the Word Master writes the letter in the space(s) on the sheet.

1. A, H, L, T, Y
 2. X, C, F, V, P
 3. E, J, M, R, K, U
 4. S, B, I, O, W
 5. Q, D, G, N, Z
- Smiley (see below)

If the letter is not in the word, then the Word Master rolls the Smiley Game Cube up to the number of times of the inside number ('0' = 10). If the Word Master successfully rolls a Smiley then the Team of Players forfeits a Smiley Token and the Word Master stops rolling. Once a letter is used, mark it off the score sheet - it will not be used again.

Smiley: If the Team of Players rolls a Smiley, then they choose from these two options:

- 1) Give one Smiley Token (even if it is your last one) to the Word Master in exchange for choosing any letter. If the letter is not in the word, the Word Master does not get to roll for more Smiley Tokens.
- 2) Place a Smiley Token in the Save-a-Smiley Spot. When the Team has collected three Smiley Tokens, they give them to the Word Master and select an entire row of letters. The Word Master must reveal all letters from that row that are in the secret word. That row is now eliminated from the game. If the number corresponding to that row of letters is rolled again, re-roll the Smiley Game Cube.
If the only Smiley Tokens remaining in the game are in the Save-a-Smiley Spot, then they still must be used when a Smiley Token is owed to the Word Master.

Winning Conditions: If the Word Master has collected all 12 Smiley Tokens then he/she has won the game and remains Word Master. If the Team of Players has successfully completed the secret word with one or more Smiley Tokens remaining, then they have won the game and a new Word Master is chosen.

Buy Out: The Team of Players can choose this option only if they have enough Smiley Tokens required to complete the secret word plus one. Forfeit one Smiley Token for each remaining letter to the Word Master and the Word Master must reveal the secret word. If the Team of Players is incorrect the Word Master wins. There is no second chance when a Buy Out is used.