

Word Master™

Object of the Game:

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

Game Set-up:

Print out a sheet of Smileys and Word Master score sheets. The team of players will start with 12 Smileys and one score sheet.

Select one person to be the Word Master. This player, in secret, chooses a word 5 letters or more. After the Word Master has secretly chosen a word, on the Word Master score sheet, place an 'X' in any spaces not needed to complete the word.

Game Play:

Each member of the team takes turns rolling the Game Cube. Each time the Game Cube is rolled, the Word Master is told the inside number (A roll of '0' equals zero, a free play. Details below). The outside number indicates the letter group to choose from; the Team of players decides which letter in the group to choose.

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 chosen is in the word then the Word Master writes the letter in the space(s) on the secret word. If the letter is not in the word, then the Word Master rolls the Game Cube until either a Smiley is rolled or the inside number of rolls is reached. If the Word Master successfully rolls a Smiley then the team forfeits a Smiley. Once a letter is used, mark it off the score sheet - it will not be used again during the game.

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

- 1) Give one Smiley 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 Smileys.
- 2) Place a Smiley in the Save-a-Smiley Spot. When the Team has collected three Smileys, 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 Game Cube.

If the only Smileys remaining in the game are in the Save-a-Smiley Spot, then they must be used when a Smiley is owed to the Word Master.

Winning Conditions:

If the Word Master has collected all 12 Smileys 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 Smileys remaining, then they have won the game and a new Word Master is chosen.