

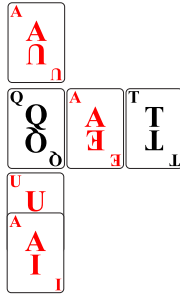
Cross Words

2 to 4 players

Crossed Words is a word game where you attach your word to your opponent's word in a crossword puzzle style. There are 4 ways to do this.

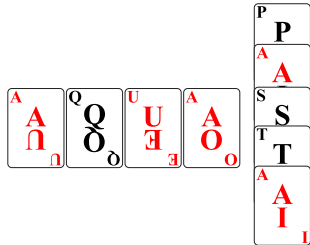
Criss Cross by cutting through your opponent's word and using one of the letters.

Using the Q in QAT to score AQUA



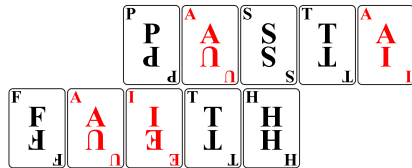
Endcap by placing your word 90 degrees at one of the two ends of your opponent's word and changing their word.

PASTA placed at the end AQUA scores PASTA & AQUAS



Place your word parallel above or below your opponent's word so they share some letters and words.

FAITH placed under PASTA also scores FAITH, PI, AT and SH.



Engulf by placing at least 2 of your cards in front of and/or behind your opponent's word.

EN+S engulfs GULF and scores ENGULFS



Now that you know how to play your words (cards), let's continue with the deal and the actual rules to play the game.

Deal out 7 cards face down to each player (It's best to keep your cards to yourself). Place the rest of the deck face down to the side to be the draw. Randomly choose a player to start.

Play your word (cards) onto the current word on the table in one of the four ways possible. (Note: There is no current word for the starting player, just place the first word down and then score on it). Words must be at least 2 letters long. Score your word(s) according to scoring. Remove the required cards from the table (see Remove Cards) and draw back up to 7 cards from the draw (you always draw back up to 7 at the end of your turn, unless the draw is depleted.) The next player starts and plays their cards to the word on the table. Feel free to move the word (the cards) to give you a better perspective before you start your turn.

Remove cards that are not part of the word you played, and place them into the discard. Examples: In "Criss Cross" The AT in QAT are discarded leaving AQUA. In "Endcap" AQUA is removed leaving PASTA. In "Place parallel" PASTA is removed leaving just FAITH. If you engulf a word there should only be one word there, so remove nothing.

Scoring is very important, since to win you want the most points. Add up all the points of the letters in the word (or words if you made several) and then multiply the total points by multiplier based on the size of the word you added. Examples: In "Criss Cross" you would score just AQUA. In "Endcap" you would score AQUAS and PASTA with the multiplier based on PASTA. "Parallel Place" would score for FAITH, PI, AT, and SH with the multiplier based on FAITH. And "Engulf" would score ENGULFS and get a nice big multiplier since it's 7 letters long.

The Multiplier is based on the letter length of the word you played. 2-4 letters long score 1x the total, 5 or 6 letters long 2x the total, 7 or more letters long is 3x the total. There is also a 7 card bonus. If you play all 7 cards from your hand you get a 25 point bonus.

The game ends when all the cards have been drawn from the draw and one player uses his or her last card; or when all possible plays have been made. The winner is the player with the highest score.

If you can't make a word (or choose not to) you can pass. If you pass you can discard as many cards from your hand as you want, then redraw back up to 7 cards and the next player gets their turn.