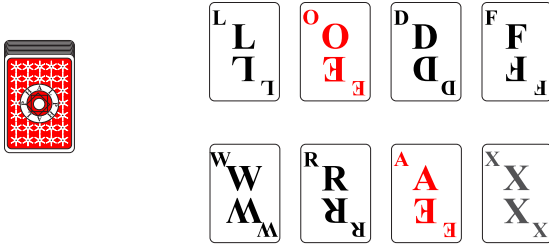


Find A Word

2 or 6 players

Find A Word is a simple word search game. Players take turns looking at the current face-up letter/cards, looking for words (usually there is more than one). Once you find a word you like, you pick up the letter/cards you need to spell the word and place them into your score pile. The object is to collect as many cards as possible.

Set Up: Deal out eight cards face up in the center play area. Place the rest of the deck face down off to the side to be the draw deck. Players take turns, so decide who goes first.



Playing the Game: On your turn, you search for words using the current letter/cards in the center play area. You are allowed to touch and move the cards around while you search for words. If you can't find a word (or don't like the words you found), you can request that one more letter/card be added to the current letter/cards.

Once you have decided on what word you like to play, collect up the cards needed, and spell out the word with the cards so that everyone can see the word. If everyone agrees that it is a real word, then place those cards face down in a stack in front of you to create your score pile. If it turns out not to be a real word, the cards are returned to the center play area. (If it's a simple misspelling of a word, someone can point it out and let you score the word.) Either way, the next player now gets their turn. If the cards were scored, then add more cards from the draw deck so that there are eight cards in the center play area again.

The game ends when there are no more cards in the draw deck, and either all the cards in the center play area are gone, or everyone has decided no more words can be made. The player who has the most cards in their score pile wins the game. An alternative win condition would be that the player with the most card points (Z=10, T=1, etc.) wins the game. It does require additional math skills this way, though. Note: All vowel cards are only worth one point when scoring this way.