

Wild word-building fun is brewing with Word Storm.
the tile-grabbing, crossword-style race game that
will have word makers of all ages on cloud nine!

Contents



Object of the Game

Players construct their own crossword puzzles using the tiles drawn from the pile. Quick! Create a correct crossword before your opponents complete theirs. The player with the *lowest* score at the end of the game WINS!

Getting Ready

- Have players or teams sit on their side of the game board.
- Choose a player to be scorekeeper and provide the player with the score sheet and a pencil.
- Decide on the score or number of rounds to play. We recommend playing either five rounds or to a score of 50 the first time you play (See Winning the Game section).
- Have a dictionary handy for reference.
- Turn all the tiles face down in the center of the game board.

Playing Word Storm

 To begin, one player says, "Word Storm." Everyone takes four tiles and immediately starts building words, racing their opponents to use all four of their tiles first. Players may begin anywhere on their side of the board.

Word Plays

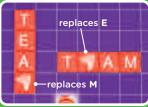
ALLOWED



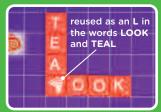
A word can be formed from top to bottom or from left to right.



Words can be formed if the letters intersect horizontally and vertically.



A wild tile can replace any missing letter.

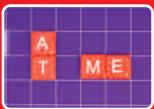


A wild tile may be reused as a different letter at any time during game play.

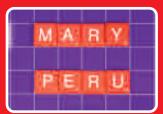
NOT ALLOWED



A word cannot be formed from bottom to top or from right to left.



Words cannot be formed if the letters don't touch.



Proper nouns (names of a specific person, place, or thing) are not allowed.



Abbreviations and slang are not allowed.

The first player to use all of his or her tiles yells, "Word Storm!"

What happens if no one calls "Word Storm"?

If at *any* time during the game no one can use all their tiles to call "Word Storm," players take four tiles and play proceeds.

3. All players immediately grab another four tiles from the center of the game board and rush to add on to their crossword. Word building continues with players drawing four more tiles each time one of the players calls "Word Storm."



CROSSWORD PROBLEMS AND SOLUTIONS

Is your crossword too far in a corner?

You can move your entire crossword to a better position on your side of the game board by moving all of the letters.

Are you stuck with hard-to-place letters?

At any time during a game, you can rearrange any or all of your letter tiles in a "crossword exchange."

Crossword EXCHANGE!



This player is unable to use all of her new letters.



By rearranging her tiles, this player was able to use ALL of her letters.

Two and Three-player Games

If there are two players, on the final "Word Storm" call players each take two tiles. With three players, they each take one. One tile then remains unused in the center of the table.

Ending the Round

When all tiles have been taken from the center, players race to be the first to correctly complete a crossword using all of their tiles. The first player to finish yells, "Done!" The rest of the players must stop trying to finish their crosswords. Players score their crosswords for round one (see Scoring section).

Scoring

- The player who called "Done" reads his or her crossword aloud. The other players check its construction and spelling.
 - If the crossword is **correct**, a score of *zero* is entered on the score sheet for that player for Round 1.
 - If the crossword is incorrect, the player removes all incorrectly
 placed tiles from his or her crossword until a correct crossword
 remains. The player may NOT rearrange the tiles. A score of
 double the numerical value of the incorrectly placed tiles is
 entered for the player. Wild tiles have no point value.
- 2. The rest of the players read their crosswords. Players add up the numbers on their unused tiles. Players with incorrect crosswords remove all incorrectly placed tiles and add the value of those tiles (not doubled) to their score, too.



Player 2 had two unused tiles (*G* and *N*), and he spelled *hoax* incorrectly.



Player 2 must remove his incorrectly placed tiles and those attached to them until a correct crossword remains.

	W	9	R	D		30	e
=;	Players	Pat Store		Jim		Nancy	
ľ	Round						
	-1-	0	0	3	14	2	0
	2		1111				110
	2			-		-	7.5

Player 2's score for the round is the numerical value of unused tiles (3) PLUS the value of incorrectly placed tiles (14).

3. Return all the tiles to the center of the board and turn them face down to begin the next round.

Winning the Game

Continue to play rounds until one player reaches a score of 50 (or other agreed upon score) to end the game, or until an agreed upon number of rounds has been played. The player with the *lowest* total score when the game ends is the WINNER!



Word Storm Tactics and Strategies

- 1. Cross-check your crossword carefully before declaring, "Done." Your Word Storm victory can become a loss if your crossword has mistakes!
- Avoid a crossword crisis! Think twice before rearranging your crossword toward the end of a round. You may get caught with extra tiles.
- 3. When the last "Word Storm" call is made, try hard to use the tiles with the highest point value.

Advanced Play Options

Use any or all of the following rules for more challenge.

Using Special Squares

The Word Storm game board has 30 special squares. Covering these squares reduces a player's score.

Cover 2 squares to deduct 2 points from your score.

Cover 3 squares to deduct 4 points from your score.

Cover **4 squares** to deduct **6 points** from your score, and so on.



"Big Words" Bonus

A player who makes a word or words greater than five letters long can reduce his or her score by the number of letters used greater than five. For example, when the round is over, Player 3's crossword includes the 8-letter word *elephant*. Player 3 can deduct 3 points from his score for that round. If Player 3's crossword had also included the word *grumpy*, then he would reduce his score by an additional point.

Trade Offs

Players may trade letters, one for one only, at any time during game play. Talk fast—game play continues as players negotiate.





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