

QWORDS

Bernhard Lach / Uwe Rapp



The ingenious **crossword** game!

Players: 1–15

Age: 8+

Duration: 20 minutes

GAME OVERVIEW

Every round, players will be entering **exactly one letter** into their 5x5 grid. After 25 rounds, each player's grid will be completely filled and scores are calculated.

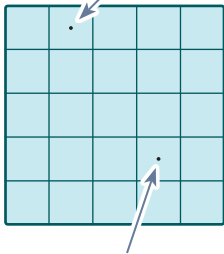
Players are attempting to add their letters in their grid so that there is a **valid word** in every row and column, consisting of 2, 3, 4 or ideally even 5 letters. The longer a word is, the more points (1-3-6-10) it scores. No points are awarded any rows or columns without a valid word. An additional **bonus** (10 points) is awarded if you manage to have a valid word in **all 5 columns** and all 5 rows.

SETUP

Each player is given a pen and a game sheet.

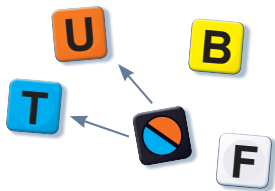
Note: Everyone plays with the **same side of the sheet**. We recommend playing on **side A** for your first game. Each player draws **two small dots** in the centre of **any two spaces** of the grid. Each player is free to choose the two squares, but they must not be in the same row or column. Then everyone passes their sheet to the player on their left. The sheet you receive will be yours for the rest of the game. Every player's game sheets are therefore slightly different.

Example



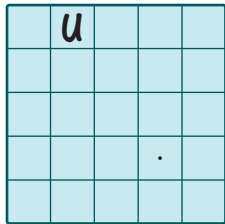
GAMEPLAY

The youngest player starts by rolling **all 5 dice** just once. The black **colour die** determines **which two dice** are available for all players to choose letters from during this round. The player rolling the dice announces the letters of the two dice in question loudly and clearly.



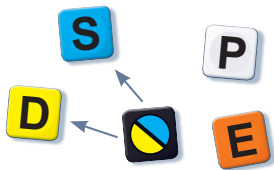
Sarah rolls all 5 dice. The black colour die shows orange and blue. The orange and blue letters are therefore available for each player to choose from. Sarah says: "U or T may be used!"

Now each player (including the player that rolled the dice) must enter **exactly one** of the two letters in their 5x5 grid - **in the first round**, this must be one of the two squares (of their choice) **with a dot** marked in it.



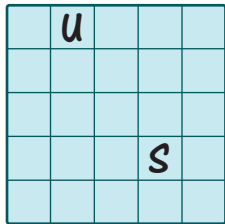
Sarah writes the U in a square with a dot in it.

Now the next player in clockwise order takes hold of the dice and play continues as just described. This player rolls all 5 dice once and announces the two letters determined by the colour dice out loud.



Tim is the next player to roll the dice. He rolls all 5 dice. The black colour die shows yellow and blue so the yellow and blue letters are available to choose from. Tim says: "D or S may be used!".

Each player chooses either one of the two letters and enters it - **in the 2nd round** - in the **remaining space with a dot**.



Sarah writes an S in the remaining space with a dot in it.

The game continues in this manner. The player rolling the dice changes clockwise after each round. **Note: From the 3rd round onwards**, the selected letter may be entered in any free space of the 5x5 grid.

Special dice results:



One side of the white die shows a question mark. If the question mark is available for selection, **any letter from A-Z** may be used. **Note:** The letters J, Q, X, Y (which do not appear on any of the dice) may also be entered.



One side of the orange die shows "A, E, I, O, U". If this is available for selection, **any one vowel** may be used.

END OF THE GAME AND SCORING

The game ends after the 25th round. Each player's grid will now be completely filled and everyone calculates the points they have scored. Exactly one word can be scored in each of the 5 horizontal rows and 5 vertical columns, written from **left to right** or from **top to bottom**. If there are several words in a row or column, the longest word is scored.

- A word with **two letters** scores 1 point, **three letters** 3 points, **four letters** 6 points and a **five letter word** scores 10 points.
- If you have a valid word in **all 5 columns** and 5 rows (i.e. at scoring at least 1 point in each), you receive an additional bonus of 10 points.

The player with the highest total score is the winner. In the event of a tie, players share the victory.

The screenshot shows the QWORDS game interface. On the left, there is a scoring legend with a grid of colored squares: 2 squares = 1 point, 3 squares = 3 points, 4 squares = 6 points, 5 squares = 10 points. Below this is a 'Bonus' section with a crossed-out 10-point icon. At the bottom left, a score display shows '= 52'. On the right, a 5x5 grid contains the following words and their scores in circles: Row 1: SUPER (10), Row 2: TRIPH (6), Row 3: RNLOI (—), Row 4: ATECT (3), Row 5: PMHHE (1). Below the grid, a row of circles contains the scores 10, 3, 6, 10, 3, and a letter 'A'.

Scoring example:

Sarah has managed to get 4 words across the 5 horizontal rows: "SUPER", "TRIP", "ATE" and "HE". That scores her 20 points (10+6+3+1). She managed to get words in all 5 vertical columns: "STRAP", "URN", "PILE", "EPOCH" and "HIT". That scores her 32 points (10+3+6+10+3). Sarah does not receive the bonus because she did not have a valid word in all rows and columns. Sarah's final score is therefore 52 points.

VALID WORDS & SPELLINGS

All words listed in the dictionary are **valid**, especially well-known **cities, countries, rivers, mountains** and **islands** such as Bern, Peru, Seine, Fuji, Bali.

Verbs, adjectives, etc. may be used in the infinitive (e.g. give) as well as conjugated in tense (gave, given etc).

Well known **personalities, music groups** and **artists** such as Thor, Nero, ABBA, Oasis are permitted - as well as common **first names** (e.g. Max, Anna).

Well known **abbreviations** (e.g. ASAP, BRB) as well as **product** and **company names** (e.g. IKEA, Fanta) are also allowed.

All **emotional** and **colloquial exclamations** (e.g. oh, ouch, haha) are **invalid**.

VARIANT FOR PROFESSIONALS

Side B is used for the professionals. All the rules previously described remain unchanged, with the following two differences:

- There is a **joker space** (containing a "?") on the left-hand side of the game sheet. Each player may ignore a dice result once during the game and use the joker space to enter **any letter from A-Z** instead. The joker space is then crossed out.
- The words in the **two central lines** (horizontally and vertically) score **double points**.

Note: If you don't wish to use the professional variant, you can also play with side B as normal. The central lines are then scored as normal and the joker space has no meaning.

THE SOLO GAME

Qwords is ideal as a solo game. All the rules described remain completely unchanged. The following table shows you how good your result is (for side A). For the professional version (side B), you must score 10 points more than printed to earn each title.

Points	Rating
up to 30	Keep trying
31–39	Welcome to the club
40–45	OK
46–50	Good
51–60	Strong
61–65	Great

Points	Rating
66–69	Professional
70–79	World-class
80–89	Fabulous
90–99	Spectacular
100–106	Unbelievable
110	Unearthly



© 2024 KENDi GmbH
Tulpenweg 26
90556 Cadolzburg, Germany
info@kendigames.de, www.kendigames.de

Designers: Bernhard Lach & Uwe Rapp
Graphics: Oliver & Sandra Freudenreich
Editor: Reinhard Staupe
Service for UK: KENDi GmbH, 78 York Street, London
W1H 1DP, Phone: 0044 203 8074519