

With children the rules can be changed so that one point is awarded for all valid words written down by more than one player. Just one point is awarded, no matter how long the word.

End of Game

The game ends after an agreed time or number of rounds. The winner is the player with the most points.

Word Wheel

A skilful game of finding hidden words within the wheel.
Age 10-Adult
2-10 Players
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Contents:

- 1 playing board
- 10 white letter dice
- 1 yellow letter dice

Object of the Game

Players try to make the most original and longest words out of the letters showing on the dice.

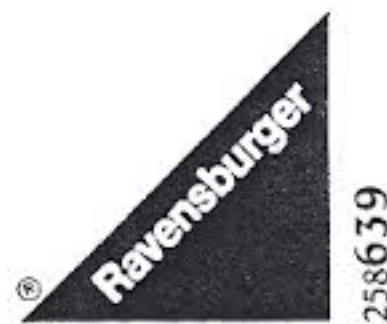
Preparation

Each player needs pen and paper. The board is placed in the centre of the players. One player rolls the yellow dice and lays it on the circle in the middle of the board. The other players take turns to throw a white dice and lay it on one of the outer circles on the board. Once the first white dice has been laid, the others should be placed on the board in a clockwise direction.

Play

Players decide how long they will allow for the writing down of words, e.g. five minutes. As soon as the last dice has been laid on the board, the timing starts.

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Players write down as many words as they can make from the letters on the board. Words must contain at least three letters. Players can only join letters together which are actually linked by a direct line on the board. Any letter can be used more than once in the same word, i.e. a player can return to one letter as often as he wishes, so long as the connecting lines permit it. Thus a letter cannot be used twice consecutively, unless of course, two adjoining dice show the same letter.

With this formation, the following words can be formed:

RAT	ODE	MEAT
MANDATE	SAND	DREAD
TEAM	MANE	ROSE
DEN	TAMER	MADE
DUNE	NUDE	DARE

Obviously this is not an exhaustive list. Many other words are possible.

As an aid to making longer words the following common two-letter combinations are included: CH, CK, QU, ST. These are scored as two letters.

To count as acceptable, a word must be one found in a good dictionary. Places, personal names and abbreviations do not count. Declined verbs are allowed - e.g. "goes" "gave" "loved".

Scoring

After the agreed time limit, no further words may be written down.

Players compare their words and note down their points.

Each word that at least one other player has written down scores nothing. Points are only awarded to players who have completely original words.

A word with three letters scores	1 point
A word with four letters scores	2 points
A word with five letters scores	4 points
A word with six letters scores	6 points
A word with seven letters scores	8 points
A word with eight or more letters scores	10 points

