

NewWord

2 to 4 Players

The Deal

- 1) Deal each player 6 cards, face down in a clockwise direction.
- 2) Place 5 cards face up in the middle of the table. These cards represent the first word played, even though they probably don't spell a word. This is just a starting point for the game.
- 3) Place the rest of the deck to the side as the stock.
- 4) Begin play in a clockwise direction from the dealer.

Basic Play

- 1) **Make a new word** using some or all of the 6 cards in your hand and the cards face up on the table. The new word must use at least 1 card from the cards in your hand and at least 1 card from the word on the table. Words must be 4 or more letters in length.
- 2) **Place the new word on the table** face up. Place the unused cards from old word in the discard pile.
- 3) **Replenish the cards in your hand.** Take enough cards from the stock pile so you have 6 cards in your hand again. Example: *If you used 4 cards from your hand to make the new word, take 4 cards from the stock*
- 4) **Record the score.** See scoring.
- 5) **The next player takes a turn.** Using some or all of the 6 cards in his hand and the cards in the word you placed down he makes a new word.

Vowels and wild cards: Except on the first play, a vowel or a wild card can not be changed to another letter once it has been played. Example: *If you play a wild card as a G. The next player has to use it as a G.*

Passing: If you can't make a word you have to pass. You may discard some of the cards from your hand and get new cards to replenish the cards you discarded.

Challenge: If a word is challenged and found not to be legal, then there are no points scored for that word and that player loses their turn. The illegal word is removed and the original word is placed back on the table. If the word is found to be legal then the player that made the challenge loses their next turn.

Scoring: Total the points on the cards and multiply according to the size of the word.

Size of Word

Score Multiplier

5 letters

Score x 2

6 letters

Score x 3

7 or more

Score x 4

End of Game: The game is over when the stock is depleted and one of the players has no more cards left in their hand or no more words can be made.

Winning the Game: The player with the highest score at the end of the game wins.

New Word Jr.

New Word Jr. is played like New Word except with some minor changes.

- 1) Words can be any length.
- 2) There is no score multiplier used.