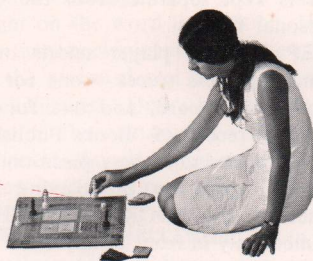


WORD POWER

INSTRUCTIONS—READ FIRST

WORD POWER is a word-definition game for two or more persons, ages 8 and up. It is a quick-play, fast-action game, where “money” changes hands at the drop of a synonym or an antonym.

Play is centered on the Word Cards. Three different decks of cards list words ranging from everyday usage to infrequent usage. The object is to “publish books” by matching synonyms and antonyms that appear on the Word Cards. (*Synonyms* are words *alike* in meaning; *antonyms* are words *opposite* in meaning.)



GAME PARTS

Included with the game WORD POWER is *The WORD POWER Guide*, a vocabulary-builder and brief history of the development of the English language. This 36-page text provides fascinating reading on the origin and romance of words and on semantics — “The Science of Language,” and can be an invaluable study-aid for students of English and English Literature. *However, it is also an integral part of the game of WORD POWER and contains the WORD POWER Dictionary (Pages 22-29) which is the final authority for settling challenges which arise during the playing of the game.*

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| 1. Instruction Folder | 4. Package of Money |
| 2. Three Decks of Word Cards | 5. Eight Chess Pieces |
| 3. Playing Board | 6. One Die |

WORD CARDS

Each Word Card lists a *Key Word* at the top. Below the Key Word is a group of four words, of which *one* is a synonym or antonym to the Key Word. Each group includes *either* a synonym or an antonym — *never both*, and *never* more than *one* synonym or *one* antonym. Word Cards are color-coded according to frequency of word usage; blue for commonly-used

words; black for frequent-to-infrequently-used words; red for rarely-used words.

WORD POWER Dictionary

The correctly-matching synonyms and antonyms are shown in *The WORD POWER Guide*, in the WORD POWER Dictionary Section beginning on Page 22 under “Definitions.” Here, each Key Word is listed alphabetically, along with its dictionary definition and a letter-number symbol matching the symbol on the appropriate Word Card. For example: the correct matching word for *Abandon* is “desert,” symbolized by “S2.” The “S” means the word is a *synonym* and the “2” means that the *second* word in the list on the Word Card, (desert), is the synonym to *Abandon*.

HOW TO PLAY

STEP 1: Decide upon the intellectual level of play. We suggest starting with the Blue Deck, changing to other decks at the discretion of the players. (*For best balance in family play, assign black deck for adults, blue deck for youngsters.* See Note 1.) Shuffle the deck(s) selected and deal 4 cards face-down to each player; place remaining cards face-down on playing board.

STEP 2: Appoint one player as Custodian of the Publishing House money. This player then distributes \$20,000 in any denominations to each player, including himself. The balance of the money is held by the Custodian for the use of the Publishing House, but is kept separate from the Custodian's personal funds.

STEP 3: Each player selects one pair of matching chess pieces—one for movement around the board, and one for keeping a personal record of "Books Published." Each player places one chess piece on the corner START space on the playing board, the other on the BOOKS PUBLISHED space immediately in front of him.

STEP 4: Roll the die to determine the order of play. Player with the highest number plays first, with play moving to his left, or clockwise around the board.

STEP 5: After determining the order of play, starting player again rolls the die, moving clockwise on the board according to the number on the die. He acts in accordance with the instructions on the space where he lands. All remaining players do likewise, in clockwise order. Repeat until a winner has been determined.

HOW TO WIN

The winner is the first player to publish 10 books or to accumulate \$100,000. (Higher limits may be established to produce a longer game, or agreement may be made that to win, a player must *both* publish 10 books *and* accumulate \$100,000.)

BOARD ACTION SPACES

PLAY SYNONYMS: When a player lands on any PLAY SYNONYMS space, he looks in his 4-card hand to see if he has a Word Card on which the Key Word is matched in the word list by a synonym. If he does, he places the Word Card in the Publishing House face-up on the correct window, as determined by the number of the synonym. For example: *Abandon*, being the second

word in the list, should be played on Window No. 2. A player is allowed to play as many synonyms into the Publishing House as he may on his turn. He may play more than one synonym on the same window on the same turn, or he may play on one or more windows, depending on the cards he holds in his hand. **IMPORTANT:** *No player refers to the WORD POWER Dictionary to verify a correct play EXCEPT WHEN HE IS CHALLENGED AND THE CHALLENGE BETTING IS COMPLETED.* When a player has played all the synonyms he *chooses* to play in his turn, he draws from the appropriate deck of Word Cards the same number of cards he has just played. (See Note 2.) He must always have 4 cards in his hand after the completion of his play. (See Note 3.) Do NOT remove cards from the Publishing House windows except as outlined under heading PUBLISHING HOUSE.

PLAY ANTONYMS: The action is the same as when playing synonyms, except that only antonyms are played from the hand in this turn. (See Note 2.)

PLAY SYNONYMS AND ANTONYMS: The action is the same as for synonyms or antonyms, except that a player *has his choice* of playing *either* synonyms *or* antonyms, *or both*, in his turn. (See Note 2.)

PUBLISHING HOUSE: When a player plays a Word Card from his hand to the Publishing House, he is indicating his play without having to state it aloud. For example: If he is on a PLAY SYNONYMS space, the only *correct* play must be a synonym, unless he is attempting a bluff. The action of placing *abandon* on Window No. 2 automatically tells the other players that Word No. 2, *Desert*, is the word he thinks matches—(is the synonym for)—*Abandon*. There is no limit to the number of cards he can play on top of each other at the same window. Cards are left on top of each other after each player's turn, *until* all 4 windows become occupied. Then, after a reasonable wait for challenges, the player who covered the final window or windows must clear the entire Publishing House of ALL cards, even though he has not yet completed his turn. He places these cards face-down in a Discard Pile, somewhere off the playing board, and continues his turn to its completion. **REMEMBER** — do not clear any windows until all 4 are occupied.

COLLECT ROYALTY: Immediately upon

landing on any COLLECT ROYALTY space, by exact count of the die, a player receives royalties from the Publishing House (Custodian). Royalties are based on the number of books the player has already published—see ROYALTY PAYMENTS CHARTS printed on playing board. The player *does not* play any Word Cards when landing on these spaces.

COPYRIGHT INFRINGEMENT: Immediately upon landing on any COPYRIGHT INFRINGEMENT space by an exact count of the die, the player *rolls the die again*. Instructions on the spaces tell what the penalties are. (See Note 4 below.) If no players qualify for Infringement Payments, play simply passes to the next player. A player *does not* play any Word Cards when landing on these spaces.

ALL PLAYERS PASS CARD(S): When any player lands on a PASS space by an exact count of the die, *each* player simultaneously passes the required number of cards to the player on his left. The player landing on the PASS space *does not* play any Word Cards; his turn is completed and play passes to the left. (See Note 1.)

START: Immediately upon landing on—or passing through—the START space, a player has his *choice* of collecting royalties (as explained above) or of publishing a book. He then completes his turn according to the space he has landed on if he has traveled beyond the START space.

THREE WAYS TO PUBLISH BOOKS (See Note 5.)

METHOD A: Any time a player lands on or passes through the START space, he has the option of collecting royalties *or* publishing a book. (See Note 6.)

METHOD B: Any time a player plays his *entire hand of 4 cards correctly* (and successfully withstands any challenges made), he publishes a book. It makes no difference which windows he covers. He may play all his cards on one window or on 2 or more different windows. (See Note 6.)

METHOD C: Any time a player plays as many cards as are necessary to cover all four windows with at least one Word Card, and he plays them correctly (withstands any challenges), he publishes a book. For example: If Windows 1 and 2 have been covered by previous play (by any player), the current player can publish a book by playing one card each on Windows 3 and 4.

When the player publishes a book by this method (and withstands challenges, if any), he must immediately clear *all* cards from *all* windows even though he has not completed his turn. After clearing the windows, he may complete his turn. Cards thus cleared are placed face-down in the Discard Pile. (See Note 6.)

HOW TO CHALLENGE A PLAY

THE CHALLENGE: Challenges are made *at any time* during an opponent's turn. A challenge made is resolved *immediately*, even though the challenged player has not completed his turn. Any player has the right to challenge, with the player who first announces his challenge being given the challenge-right on the word in question. In case of ties in announcing challenges, the priority goes to the player closest on the left to the player challenged. Only *one* player may challenge another on any *one* Word Card, but each card played during a turn may be challenged by any player. (See Note 7.)

MECHANICS OF CHALLENGE: When making a challenge, the challenging player must state what he considers to be the correct play, specifying both whether the challenged word is a synonym or antonym and what the matching or opposite word should be. He must then bet the challenged player \$1000, placing his money in the middle of the board. The challenged player may “call” (match) the \$1000 bet, or he may “raise” (double) the amount, as in poker. Each player may “re-raise” the bet (by adding to the total in increments of \$1000) until the bet is “called” (agreed upon) or until either player has risked ONE-HALF of his cash. Arrival at this point is the same as having “called” the bet. The challenged player then consults the WORD POWER Dictionary (Page 22 in the Guide) for the correct listing. Results of challenges are as follows:

RESULT A: If the challenger is *incorrect* and the challenged player has played correctly, the challenger loses all the money bet to his opponent. The challenged player then continues his turn.

RESULT B: If the challenger is *correct*, he wins all money bet from his opponent. The incorrectly-played card is removed from the window and is placed face-down in the Discard Pile. This result *terminates* the turn of the challenged player.

RESULT C: If both challenger and challenged player are *incorrect*, each forfeits to

the Publishing House the amount he has bet. The incorrectly-played card is removed

from the window and is placed face-down on the Discard Pile.

NOTES

Note 1: When engaged in "Family Play" (adult versus youngster), it is advised that the intellectual level of play be equalized by employing two decks of Word Cards, the black deck for the adult or adults, and the blue deck for younger players. Whenever MORE THAN ONE DECK of Word Cards are used in a game, the ALL PLAYERS PASS CARD(S) rule is changed as follows: If any player lands on any of the three PASS CARD(S) spaces on the playing board, no cards are exchanged between players. Instead, each player DISCARDS the proper number of cards into the appropriate Discard Pile and REPLACES THEM by drawing the same number of cards from the proper deck on the playing board. *Never* mix decks except when playing Word Cards into the Publishing House. When the Publishing House is cleared, separate cards and place them in the proper Discard Piles.

Note 2: When a player lands on a space which requires him to play Word Cards, and he is unable to legally play *any* cards, he must forfeit to the Publishing House \$500 times the number of empty windows—the maximum penalty being \$2000 (\$500 x 4 empty windows). This payment completes his turn, with play passing to his left. If he has insufficient cash to pay the penalty, he does not pay ANY of it—instead, he simply loses his following turn of play.

Note 3: When the original deck(s) of Word Cards are exhausted, so that a player cannot refill his hand with the required 4 cards, reshuffle the Word Cards from the Discard Pile and go through the deck again (and again, if necessary).

Note 4: When a player lands on a COPYRIGHT INFRINGEMENT space, the following rules shall apply:

A: If he has sufficient money to pay the penalty, he shall pay that penalty to the eligible players and play passes immediately to his left. He may play no Word Cards, but he may collect royalties or publish a book if he has passed the START space on that same turn.

B: If he has insufficient cash to pay all eligible players without going broke, he pays NO players. Instead, he simply loses his following turn of play.

Note 5: It is possible for a player to publish more than one book on one turn. For example: assume that Window No. 4 is the only one empty. In taking his turn, a player finds that he passes through the START space and lands on PLAY SYNONYMS. Passing through the START space entitles him to publish 1 book. Then, if he plays correctly onto Window No. 4 (withstanding any possible challenge), he has filled all four windows and is entitled to publish a second book. Finally, if he then clears the windows and plays the rest of the cards in his hand, he has earned a third book. (3 books in 1 turn!)

Note 6: Whenever a player publishes his first book (by any method), he uses *his second* chess piece on the bold numbers adjacent to his playing position, moving the piece to the appropriate number each time he publishes another book or books. This determines his status (Writer, Journalist, Novelist) for the collection of royalties, as well as his eligibility to win the game by publishing 10 books.

Note 7: A player cannot avoid a challenge by covering an incorrectly-played Word Card on a window by an additional card, even though the latter card *is correctly played*. For example: in his turn, a player plays two cards, both on the same window. Another player desires to challenge the *first* card played. He may do so, following the procedure outlined above for challenging, betting, etc. If the challenger is correct, the incorrectly-played card goes into the Discard Pile and all other cards played on that turn remain in the Publishing House. Play immediately passes to the left. If both players are wrong, exactly the same procedure is followed. If the challenger is wrong, the original player may complete his turn as outlined elsewhere in these rules. In all cases, monies bet are disposed of as explained in MECHANICS OF CHALLENGE.