



Rules

PHASE 1: BUILDING THE PUZZLE

Decide who will go first and have that player place the puzzle piece with the spinner attached to it in the center of the playing area. Proper placement is with one knob pointing up and the other pointing to the left. Starting with the first player and continuing clockwise, go in turn selecting a lettered piece and attaching it to the spinner piece. Once the shape of a cross is formed, continue in turn by placing pieces in the four empty spaces diagonal to the spinner piece. A fully-assembled puzzle should have 9 pieces connected in a 3x3 formation with the spinner in the middle. These pieces will remain in place for the duration of the game. Note: Only in a 3-player game does the placement of the spinner piece count as the first move for the first player.

PHASE 2: CLAIMING WORDS

Each player, on their turn, will now spin the spinner and claim a word of 4 letters or more. To claim the word, they must point it out, spell it, and pronounce it. One of the two letters that the spinner lands on must be used, and can be combined with any other letters that appear in the puzzle--in any order necessary--to form a valid word. Letters can also be used multiple times to form the word, even if they only appear in the puzzle once. After a player claims a word, their turn ends, and neither that word nor any form of it can be claimed for the remainder of the game. Players are eliminated from the game--declaring themselves "puzzled"--when they are unable to come up with a word on their turn. The last player remaining wins. Note: There is no scoring in this game--your goal is to keep claiming words (one per turn) for as long as possible.

ACCEPTABLE WORDS

- Only common, everyday words found in a conventional English dictionary and pronounced correctly are acceptable.
- No abbreviations, proper nouns, or words with apostrophes or hyphens.
- Since words must be made up of 4 letters or more, any word whose root form has less than 4 letters is unacceptable. For example: since EAT is not acceptable, neither is EATS, EATING, EATEN, EATERY, etc.
- Words spelled the same as previously claimed words are not acceptable, regardless of their meaning or pronunciation. Words pronounced the same as previously claimed words are only acceptable if they are spelled differently.
- Words considered offensive or vulgar may only be used if agreed upon at the beginning of the game.

CHALLENGES/MISC.

- If there is a dispute over whether or not a word--or some form of it--has already been claimed, the game will either end in a draw or players will vote for or against the challenged player. Only a majority vote can prevent a draw. Consult a dictionary for other word challenges. If a challenge holds up, the challenged player must claim a different word.
- A player can also be challenged if an opponent suspects that they don't know the meaning of the word they're attempting to claim. In this case, the claiming player must either define the word or use it in a sentence. If they are unable to do so, the word is deemed invalid for all players.
- A player can be voted out of the game if the majority agrees that the player whose turn it is is taking too long to claim a word. There is no official time limit, but under these circumstances, the offending player must claim a word immediately or forfeit.
- Although writing is not required and remembering which words were claimed is part of the challenge, in a competitive or tournament-style game, a list of words claimed may be kept to avoid a dispute.
- Re-spins are only permitted if there is a disagreement over which piece the spinner has landed on.