

THREE WORDS or less RULES

2 + PLAYERS, AGES 13+

There are TWO POSITIONS in this challenging word game:
The Word Master and the Word Guesser(s).

OBJECT OF THE GAME FOR THE WORD MASTER:
Think of a five (5) letter word that the others will NOT guess.

OBJECT OF THE GAME FOR THE WORD GUESSER(S):
Guess the five (5) letter word in three (3) tries or less.

GAME SETUP:

The Word Master writes down a five (5) letter word and hides it so the Word Guesser(s) cannot see, to prevent the Word Master from changing the word.

The chosen five (5) letter word by the Word Master may be a plural word, but must NOT BE a proper noun.

1. The Word Guesser(s) must agree on a SINGLE word they think it could be. They can discuss this outloud among themselves.
2. The Word Master spells out the Word Guesser's chosen word with the cards. If the letter is in the CORRECT POSITION in their word, they use the ORANGE letter (CLCP). If the letter is used in their word, but is in the WRONG POSITION, they use the BLUE letter (CLWP). If the letter is NOT in their word AT ALL, they use the GRAY letter (WL).
3. The Word Guesser(s) has/have THREE (3) chances to correctly guess the word that the Word Master thought of.
4. Choose a new Word Master for every round or rotate clockwise.

LIFELINES (LL):

There are three (3) types of lifelines to help the Word Guesser(s) get the word correct: Correct Letter Correct Position, Correct Letter Wrong Position, and 7 Wrong Letters (x2). If any of the lifelines are used, the Word Master must reveal what the lifeline says, and do so accordingly. There are only two (2) lifeline cards.

Correct Letter Correct Position: The Word Guesser(s) choose(s) which position in the word they would like the Word Master to reveal the correct letter.

Correct Letter Wrong Position: The Word Guesser(s) choose(s) which position they would like, but the Word Master places a blue letter there - indicating that the letter is in the word, but not in that position.

7 Wrong Letters: The Word Master chooses which seven (7) letters they want to reveal that ARE NOT in the word. The Word Guessers DO NOT get to choose the letters for this lifeline.

The Word Guesser(s) may only use TWO (2) of the three (3) possible lifelines during their three guesses. The front OR back of each lifeline may be used. Display the side of each USED lifeline FACE UP.

THREE WORDS OR LESS SCORING GUIDE:

These are the potential scores for CORRECTLY guessed words on that level **on their corresponding cell block**. 0/1/2 LL (lifelines) indicates how many lifelines were used.

WORD MASTER SCORE*:

GUESS #	0 LL	1 LL	2 LL
1	-	-	-
2	-	-	-
3	5	10	15

*The Word Master does NOT get points for guess # 1 or 2. IF the Word Master came up with a word that the Word Guesser(s) DID NOT guess, they score 20.

WORD GUESSER(S) SCORE*:

GUESS #	0 LL	1 LL	2 LL
1	30	20	10
2	20	10	5
3	10	5	0

*Each Guesser receives the points above per round. IF the Word Guesser(s) CANNOT guess the word ON their THIRD GUESS, they score -5 points each.

WINNING THE GAME:

When EVERYONE playing has had a turn as the Word Master, the game is over, and each players' points are tallied. The player with MOST points WINS. However, a tie may potentially occur. Subsequent rounds can be played to determine an incontrovertible winner.

For a LONGER game, play additional rounds of everyone being the Word Master and whoever has the MOST points at the end WINS.

HINTS AND TRICKS:

1. It is best to use a lifeline BEFORE a guess to maximize your score.
2. When using the "7 Wrong Letters" lifeline, as the Word Master it is best NOT to reveal consecutive letters in the alphabet (i.e. Z, Y, X, W etc.) so the Word Guesser(s) can not get hints if you skip over a letter.
3. Use the box as a "Turn Indicator" that way you don't lose track of who is up next in rotation to be the Word Master.
4. When you are the Word Master, display the guessed words facing the Word Guesser(s) not yourself.
5. Use your phone (or an hourglass) as a timer for each guessed word, set anywhere from two (2) to five (5) minutes per guess. Obviously, with less time, it will be more difficult to guess the correct word.
6. As the Word Master, keep the deck in alphabetical order to make it easier to pick through to display the correct letter for the chosen word. The cards are also numbered on the back to help orientate them correctly.