



A New Fun Family Word Game

*“Roll the dice. Crack the word.
Outscore your Opponents”*

How to Play **AnagraScramble**

Game Components:

Two decks of 100 playing cards each that are concealed in a box. Each card consists of a jumbled **7** letter word on the front side, and the several **4** to **7** letter words on the opposite side that can be derived by rearranging the **7** letters.

The first deck colored green is a collection of common words; the second deck colored red consists of more challenging words. The game can be played with either deck, or both decks shuffled together.

Each derivative word from the **7** letter jumbled word has a value which is the sum of the values of the individual letters (see Appendix).

A 12-sided die (dodecahedron) with the following sides:

- Two sides are marked **7**
- Three sides are marked **6**
- Three sides are marked **5**
- Two sides are marked **4**
- One side has the word **Pass**
- One side is marked ***** giving the player the option to pick a number from **4** to **7**.

A 30 second timing device (egg timer).

A scratch pad for each player to write their word choices and a score pad.

Two coins: one marked “Double” and one marked “Triple”.

Game Parameters

Designed for 2 to 6 players ages 10+, plus an optional non-playing scorekeeper

The object of the game is to accumulate the most points, and can be played for tokens using a payout scheme



Instructions

- 1) A player is chosen to go first. A scorekeeper may be assigned which makes the pace of play brisker, but players can keep their own scores.
- 2) If the red and green cards have been shuffled together, the color of the card to be played is revealed so the player is aware of its difficulty level before making subsequent decisions. Otherwise, color reveal is unnecessary.
- 3) The player rolls the 12-sided die which indicates the length of the word (or words) that must be made by rearranging the letters of the jumbled word.
 - a. If the face of the die is **Pass**, the player loses their turn and action moves to the player to the left.
 - b. If the face of the die is * the player may choose any number from **4** to **7**.
- 4) At this point, now that the player has seen the target challenge, they may optionally declare one of these moves:
 - a. They may challenge themselves to a higher target, up to **7**. They are now obligated to make that new target.
 - b. They may pass their turn to the next player who now inherits the target value and *must* play it. The penalty to pass the turn is the length of the word minus **3** points.
 - c. They may declare Double Word or Triple Word score by placing the appropriate coin in front of them. If they are successful in making the target length word, the value of the word is doubled or tripled accordingly.
- 5) The scorekeeper extracts a card from the box, gives it to the player, and starts the 30 second timer. The player writes down as many unscrambled words as they can in the allotted time on their scratch pad, but they must make at least one that is equal to or greater than the length called for by the die. When time is called, the scorekeeper compares the player's list of words to those on the reverse of the card.



- a. As long as the player has provided at least one word of the target length or greater, they are eligible for points. The scorekeeper calculates the sum total of the Scrabble values of all correct words. If the player declared Double Word or Triple Word score, and they make a word of the target length, the value of that word is doubled or tripled. (Note: if the player makes more than one word of the target length, only the highest value is doubled or tripled.) All other valid words written on the scratch pad retain their Scrabble values and are not subject to the double or triple multiplier.
 - b. If the player has written any words that are not listed on the card, they are penalized **2** points. Only words on the card are considered valid and cannot be disputed.
 - c. If the player fails to make a word of target length or greater, they lose the number of points equal to the target length (not the word's value). If the player declared double or triple word challenge and did not make a word of at least the target length, they lose two or three times the target length. No points are awarded for other words written, nor are points subtracted for invalid words.
 - d. At the end of the turn, the scorekeeper (or player) marks down the player's score on a scorepad.
- 6) Play proceeds to the player to the left, and the game continues until an agreed-upon number of cards has been played. In all cases, each player is entitled to an equal number of rolls of the die.
 - 7) The player with the most points is declared the winner. In case of a tie for first place, the scorekeeper shows a card to both players, and the player who makes the most words in the allotted time is declared the winner. If after this showdown, the players are still tied, the scorekeeper tallies the number of **7** letter words each player made



and awards the victory to the player with the most. If tied, the scorekeeper does the same for **6** letter words, then **5** if necessary, then finally **4**.

- 8) If playing for tokens, the allotment is decided as follows:
- a. The points of each player are summed up and divided by the number of players. This average score is then subtracted from each player's score, creating either a positive or negative number for each player. Those with a negative score owe that quantity of tokens to the players with positive scores.
 - b. For example: four players finish the game with the following scores: Player A = 100; Player B = 60; Player C = 40; Player D = 32. The total of all scores is 232, and the average is $232/4 = 58$. Subtracting 58 from each player's score results as follows: Player A: $100 - 58 = 42$; Player B : $60 - 58 = 2$; Player C: $40 - 58 = -18$; Player D: $32 - 58 = -26$. Players C and D pool $18 + 26 = 44$ tokens which are allotted to Players A and B.

Game Examples

- 1) The player rolls the die which comes up **6**. He is shown the scrambled word "TUERNEV." Within 30 seconds he writes these words: "EVENT," "NEVER," "EVER," "EVEN," and "TUREEN." As he made a word of six letters, he receives the total value of all the words, in this case 36 points.
- 2) The player rolls a **4**. Because this is a short target, she declares Triple Word challenge by putting the "Triple" coin in front of her. The scrambled word is "LYOYWLE." In the allotted time she writes "YELL," "WELL," "YOWL," and "YELLOW." She made the target length with three words. The highest Scrabble value of the three is for "YOWL" which is ten points. She is awarded 30 points for that word and adds the values of the remaining words which brings her total to 56 points.



- 3) The player rolls a **5** but opts to make a **7** letter word. He is shown “EGMMUAR.” He writes the words “ARGUE,” “GEAR,” “GERM,” “GRAM,” and “MERGE.” As he did not make a **7** letter word, he is penalized seven points. He also wrote an invalid word (“MERGE”) which would normally result in a **2** point penalty, but because he didn’t make a target length word, it’s not added to the original penalty.
- 4) Faced with a red card (difficult word) player A rolls a **7** and opts to pass. She incurs a **4** point penalty (length of the target word 7 minus 3). The next player (Player B) is shown the card that would have challenged Player A: “HORFCUT.” The solution is an unusual word so Player B fails to make the target and loses 7 points. Player A made a good choice as she knows she would not have unscrambled it either.

Appendix: Letter Values

1 point - A, E, I, O, U, L, N, S, T, R.

2 points - D, G.

3 points - B, C, M, P.

4 points - F, H, V, W, Y.

5 points - K.

8 points - J, X.

10 points - Q, Z.

