

# WORD

# PERFECT

MORITZ DRESSLER

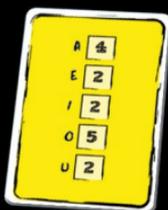
## EVERY LETTER COUNTS

A word game for 1 to 6 players aged 12+

### THIS GAME CONTAINS:



24 letter cards

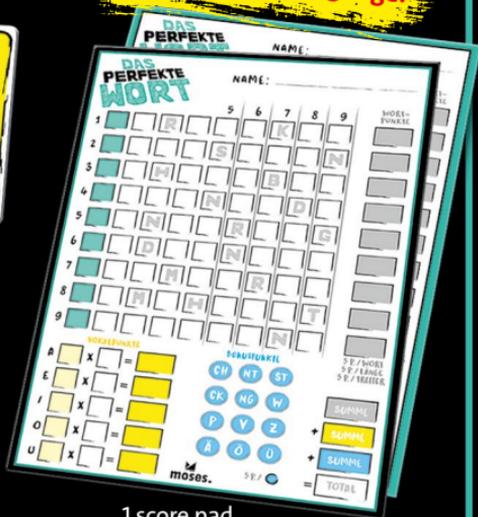


10 point cards



3 high-score cards

1 sand timer



1 score pad

Please note:  
The score pad is designed  
for the german language.

Each player will also need a pen.

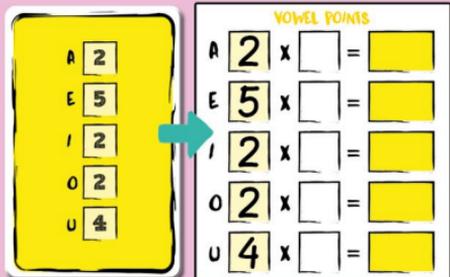
## WHAT'S THE GAME ALL ABOUT?

It's very simple: in each round, you must think of the **perfect word**. This will earn you the most points. Careful though: you don't have much time! It's all over in just one minute. Who can think of the best words and earn themselves the most points?

## HOW TO SET UP THE GAME:

Each player should take **one sheet** from the score pad and place it in front of them. There are different tables printed on either side of the sheet. Is this your very first game? Then use the side with a black border to play the **basic game variation**.

Shuffle the ten yellow **point cards**, then draw one and place it on the table either way up. This card applies for all players. You'll see numbers on the point card. These are the points you'll earn at the end of the game for each vowel (A, E, I, O, U). Write down the numbers from this point card in the corresponding light yellow boxes at the bottom left of your score sheet.



You can now return the point cards to the box—you won't need them anymore.

Shuffle the 24 **letter cards** and place them ready in a **draw pile**. Make sure that the letter side is facing up. You'll only need the high-score cards for the solo game variation, so you can return these to the box, too. Take a **pen** and have the **sand timer** ready.

## HOW TO PLAY:

You'll play a total of **nine rounds**. At the start of each round, turn over the top letter card in the draw pile. Place it next to the draw pile with the number side facing up. This is now your **discard pile**.



The draw pile always shows a letter and the discard pile a number.



Start the game with the first line on your sheet. Enter the letter from the draw pile in the green box as the **first letter**. Then mark the **maximum length** (i.e., the number shown on the discard pile) with a line.

The last player to have finished reading a book is in charge of watching the sand timer in the first round. They must let the others know as soon as it finishes. You then take it in turns to be in charge of the sand timer.

**Time to get started:** Turn the sand timer over! You now have **one minute** to write down a **valid word**. The word must start with the letter in the green box and may not exceed the maximum length!

**Important:** Each box may only contain one letter.

**Note:** You can overwrite the **gray letters**. However, if you do use them in your word in the given place, they will earn you additional points.

**Is the time up?** Then you must stop writing. Put down your pen. Now each of you must read out your word in turn and enter the corresponding points on your score sheet.

**Tip:** Don't get distracted by the gray letters! If in doubt, any word is always better than no word at all.

## HOW CAN YOU EARN POINTS?

You can earn points in three different ways:

### 1) WORD POINTS

- 🕒 A **valid word** will earn you **5 points**. Unsure whether a word is valid? Check under *Which words are valid?* for details.
- 🕒 A word of exactly the **maximum length** will earn you another **5 points**.
- 🕒 Did you use the gray letter in your word in the given place? Then you'll receive an additional **5 points** for each of these **letter matches**.

Add up your word points and enter the total for this round in the gray box at the end of the line.



The word "FRECKLED" will earn Geli 15 word points: 5 for a valid word, 5 for a word of the maximum length, and 5 for using one of the gray letters.

### 2) VOWEL POINTS

At the end of the game, you receive points for each vowel in your words. You'll earn as many points as are entered in the light yellow boxes on your score sheet.

In this example, an "E" will earn you 5 points, while an "A" will only earn you 2 points.

A	2
E	5
I	2
O	2
U	4

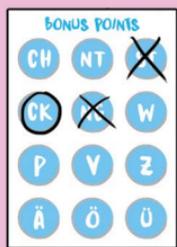
### 3) BONUS POINTS

Take a look at your word. Did you use a letter or letter combination that appears in one of the 12 blue **bonus fields**? Then announce this to the others immediately and circle the corresponding blue bonus field(s).

All of the other players must then cross out the bonus field(s) you announced on their score sheet. No one can receive bonus points for this bonus field anymore.

Have several of you used the same bonus field in one round? Then you may all circle the corresponding bonus field.

**Note:** You can use several bonus fields for one word.



Geli circles the “CK” field for her word “FRECKLED.” As Klaus wrote down the word “FROSTING,” Geli must cross out the “ST” and “NG” bonus fields.

At the end of the game, you’ll receive **5 points** for each blue bonus field you’ve circled.

## WHICH WORDS ARE VALID?

A word is **valid** if:

- 🕒 The **initial letter** has been used.
- 🕒 The word doesn’t exceed the **maximum length**.
- 🕒 The word appears in **standard English dictionary**, e.g., the *Merriam-Webster*.

There are **exceptions** and limitations though:

- 🕒 All words are only allowed in their **basic form**, e.g., *walk, sit, dog, pretty*.
- 🕒 Nouns are also allowed in the **plural** form, e.g., *walks, dogs*.
- 🕒 **Proper nouns** (e.g., names, places and rivers), **exclamations**, and **abbreviations** are **not** allowed.

Word forms such as *walked, sat, prettier, and prettiest* are therefore **invalid**.

**Important:** The other players must agree **unanimously** that your word is invalid!

Is a word **invalid**? Then you must shorten or delete it.

- 🕒 **Shorten your word:** Can you shorten your word to make a new one? Then you’ll at least earn a few points! You must retain the first part of your original word when you shorten a word. So you can only remove the end of your word.



Klaus has exceeded the maximum length with his word “DAYDREAMS.” So he has to remove the end of the word to leave “DAY.” This means that he won’t earn any points for two of the vowels (“E” and second “A”), but he’ll at least earn points for the word “DAY.”

- 🕒 **Delete your word:** Can’t shorten your word? Then you’ll have to cross it out—and then you won’t earn any points at all for this word.



The word “OCTOBER” is too long and therefore invalid. It cannot be shortened to create a valid word and must therefore be deleted.

## Oops, made a spelling mistake?

Does your word contain a spelling mistake? Maybe you'll be lucky and can still earn yourself a few points. Correct your word by **overwriting** it. Does your word now exceed the maximum length, e.g., because an "l" becomes an "le"? Then you must shorten or delete it. You can then calculate the points for your corrected word.

## END OF THE GAME:

The game ends after nine rounds. Now you must all add up your points:

### WORD POINTS

Add up the word points in the gray boxes at the end of each line and enter the total in the gray "TOTAL" box.

### VOWEL POINTS

Count how many times you've used each vowel and enter the totals in the corresponding white boxes at the bottom left of your score sheet. Then times the number of vowels by the number of points available for each vowel. Enter these subtotals in the corresponding yellow boxes. Finally, add up all of your vowel points and enter the overall total in the yellow "TOTAL" box.

### BONUS POINTS

You earn 5 bonus points for each blue bonus field you've circled. Enter your total bonus points in the blue "TOTAL" box.

### GRAND TOTAL

Now add your word, vowel, and bonus points together, and enter the grand total in the white "TOTAL" box at the bottom right of your score sheet. Whoever has the most points wins. In case of a tie, the winner is the player with more vowel points. If this is also the same, you share the victory.

VOWEL POINTS			BONUS POINTS		
A	2	x 3 = 6	CH	NT	ST
E	5	x 6 = 30	CK	X	W
I	2	x 4 = 8	X	X	X
O	2	x 0 = 0	A	X	X
U	4	x 3 = 12	moses.	5 P /	
					115
					+ 56
					+ 20
					= 191

*Geli has earned a total of 115 word points with her words. She has used the vowel "E" 6 times for which she receives 30 vowel points. Overall, she earns 56 vowel points. She additionally receives a total of 20 bonus points for the 4 blue bonus fields she's circled. So overall, Geli earns 191 points.*

## MAKE YOUR OWN RULES:

You can agree which types of words to accept before you begin playing. You can for example decide to also allow city and country names. Or that you'll only accept words relating to nature, literature, or pop culture. Let your imagination run wild!

## PRO VERSION:

Want to make the game even more challenging? Then use the side of the score sheet with the green border for the **pro game variation**. The game is the same as the basic version with the following variations: beside the gray letters, you'll also find **gray arrows** on your score sheets.

### What do the gray arrows mean?

The gray arrows can be used to achieve **letter matches** and thus earn you additional word points. They always point to an empty box. Over the course of the game, you'll fill these boxes with letters.

### How to use the gray arrows to make word points:

Did you manage to enter the same letter in the box with the gray arrow and the box that the arrow points to? Then you've successfully managed a letter match and earn yourself another **5 word points**.



*Klaus manages a letter match with his word "MIRABELLE": there's an "L" in the box with the gray arrow as well as in the box that the arrow points to.*

**Note:** You can of course also overwrite the gray arrows with letters that do not match.

## SOLO GAME VARIATION:

Use either the basic or pro score sheet for the **solo game variation**. The following applies in both cases:

After each round, cross out **one random** blue bonus field that you have not used yet. This is then no longer available to you during the game. So? What's your **highest score**? Make a note of it on one of the **high-score cards**!

Game designer: Moritz Dressler  
Graphics/design: Kreativbunker  
Editor: Adrian Nuber  
Proofreading: Elke Vogel  
Production: Anja Trentepohl  
Translation: Birgit Irgang  
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Arnoldstraße 13d  
D-47906 Kempen  
CH: Dessauer, 8045 Zürich  
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