



2-10



20-40 min



8+

Wordsmith

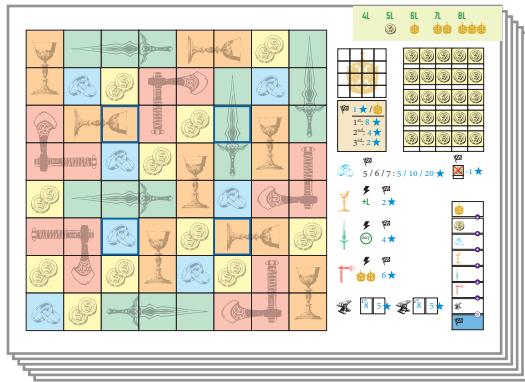
Rodrigo Rego

In **Wordsmith**, you are making words to forge items like crowns, axes and swords.

Every turn, you'll select 2 letters and use them to create words in an 8x8 grid full of items. Whenever a word is completed, circle all its letters, and if you complete an item, forge it.

Forge as many items as you can to score more points and activate their benefits, creating powerful combos!

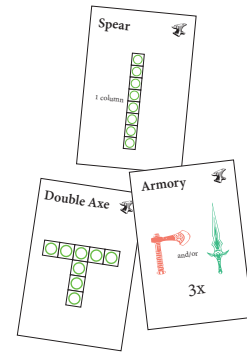
Components:



1 pad with 200 sheets: each player start with one



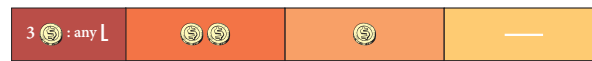
47 letter cards: you'll use the letters to make words



7 double-sided goal cards: you'll need 2 in each game

A	10	N	4
B	3	O	8
C	4	P	4
D	4	Q	1
E	4	R	7
F	3	S	6
G	3	T	4
H	3	U	4
I	1	V	3
J	1	W	3
K	1	X	1
L	4	Y	1
M	4	Z	1

1 reference card: showing the frequency of each letter



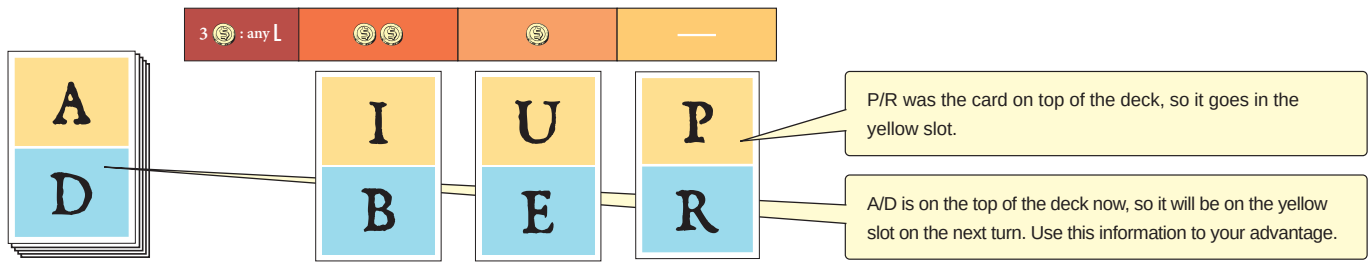
1 strip: used to determine the cost of the letters

Setup:

- Place the strip in the middle of the table, and the reference card above it.
- Shuffle the goal cards and draw 2 at random, placing them also above the strip. (If this is your first game, skip this step. You can use goal cards once you've played a couple of times.)
- Give each player a sheet.
- Shuffle all the letter cards and place them in a face-up pile next to the strip, then reveal 2 cards.
- Every player writes the letters of the first card in the top 2 squares with a blue border in their sheet. Write the letter above on the left, the one below on the right.
Do the same for the second card, writing in the bottom 2 squares with blue borders.
Those cards won't be part of the game anymore, place them back in the box.
- Draw 9 more cards from the letter card deck and also place them in the box, without seeing their letters.
The remaining deck should have 36 cards.

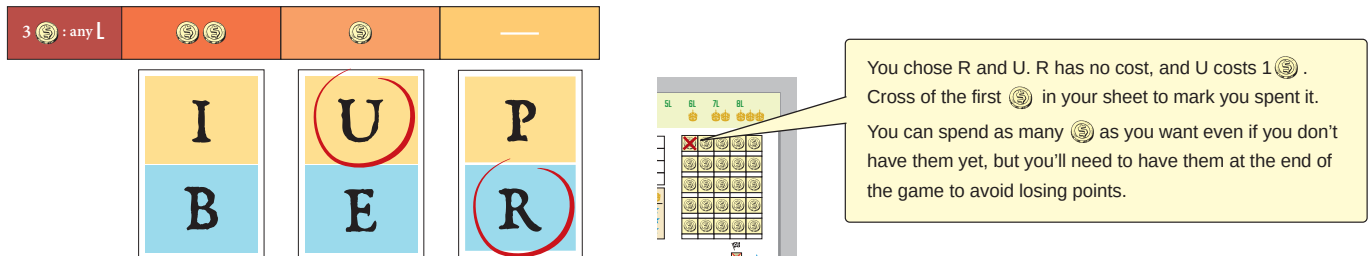
How to play:

The game lasts 12 rounds. In each round, you'll take 3 cards from the letter card deck, and place them below the strip. The first one goes in the yellow slot, the second in the orange slot (1 🪙) and the third in the dark orange slot (2 🪙).



Players make their turn all at the same time. Choose 2 of the available letters paying their cost in 🪙 (cross off the 🪙 you spend on your sheet, from left to right, top to bottom). You can choose letters from the same or from different cards, but you can only choose each letter once. Players can choose the same letters as their opponents.

Instead of choosing a letter, you may also pay 3 🪙 to choose any letter you want, even if it's not available. If you do that, you may still choose a second letter (or pay 3 🪙 again to take any letter once more).



You can write the letters you chose in any vacant space in your sheet. If doing that you create a word with 4 letters or more, draw a circle on all the letters of the word that don't yet have it.

Words can be created vertically or horizontally in both directions (including backwards), but not diagonally. They may touch other words or letters that don't participate in that word.

Extending words: if you created a word and want to extend it afterwards, you can do so, with 2 exceptions: plurals and conjugated verbs.

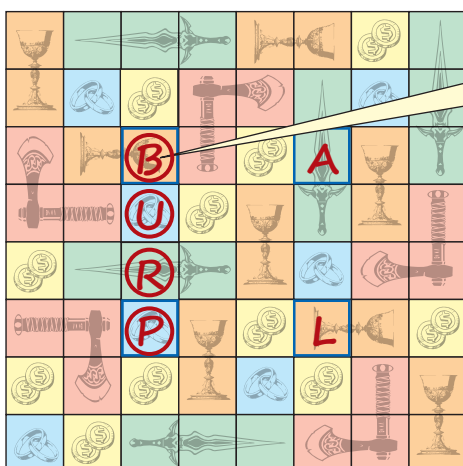
Invalid extensions:

Paper > Papers (plural)
Bring > Brings (conjugated verb)
Live > Lived (conjugated verb)

Valid extensions:

Late > Later
Late > Plate
Late > Lately

You only gain the bonuses of the squares that you just circled, but if the new word has 6+ letters, you still gain word length bonuses for it.



You used U and R to make the word BURP. Circle all the letters in the word to denote you made it. Because it's not a 6+ letter word, you won't get word length bonuses. But you completed 2 items: the blue rings, that may give you points by the end of the game.

Valid words: all words with 4 letters or more are valid except proper nouns and words in other languages, unless they are widespread (like *CLICHÉ* and *CHIC*).

Plurals and conjugated words are valid as well, if you made them without extending a previous word.

Gaining bonuses and points:

Depending on how long is your word and also if you completed an item, you will get crowns, coins, points and other bonuses.

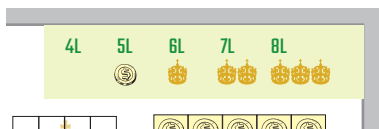
Word lenght give you coins and crowns:

5-letter words give you 1 

6-letter words give you 1 

7-letter words give you 2 

8-letter words give you 3 



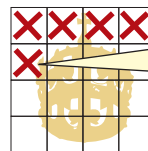
When you get a , fill a bar below the squares in the coin grid, even if you still haven't spent the  above it.

When you get a , cross off a square in your crown grid on your sheet, starting from left to right, top to bottom.

Each crown scores you 1 point, The player with most  also scores 8 extra points, 2nd place gets 4 points, 3rd gets 2 points (tied players get all points for the place they tied for).



Fill a white bar below the coin square when you gain 1 coin.



Cross the squares in the crown grid every time you get crowns.



Completed Items give you bonuses and points:

Everytime you circle all the squares of an item, immediately get its bonus. You'll also gain points, but they are scored only at the end of the game. If you make a new word using letters from an already completed item, you don't gain its bonus again.

Each item gives you a different bonus:



Coins: Immediately gain 2 coins when you circle a coin spot. Fill 2 bars below the squares in the coin grid.

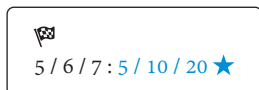


Ring: Rings don't have an immediate effect, but they may score a lot of points if you circled enough of them:

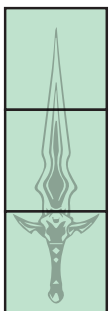
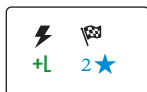
5 rings: 5 points

6 rings: 10 points

7 rings: 20 points

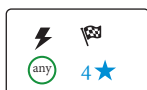


Goblet: Completed goblets score 2 points at the end of the game, and allow you to immediately write any letter you want on any vacant square (potentially allowing you to make another word and circle more letters)

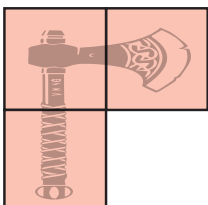


Sword: Completed swords score 4 points at the end of the game, and allow you to circle any square on the board, **even if it has no letter in it** (potentially allowing you to complete another item).

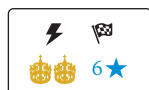
You can still write letters in squares with empty circles.



After completing the word PRETTY, you have completed a sword. You decide to place your extra circle on the top square of the goblet, completing it and allowing you to write any letter in another square.



Axe: Completed axes score 6 points at the end of the game, and give you 2 crowns immediately.



Completed goals give you points:

When you circled the pattern (or forged the indicated items) in a goal card, you complete it. If you were the first to do it, circle the 8 point space of the matching goal (goal 1: left card, goal 2: right card). All other players should cross off that space, indicating they can't get that scoring anymore.

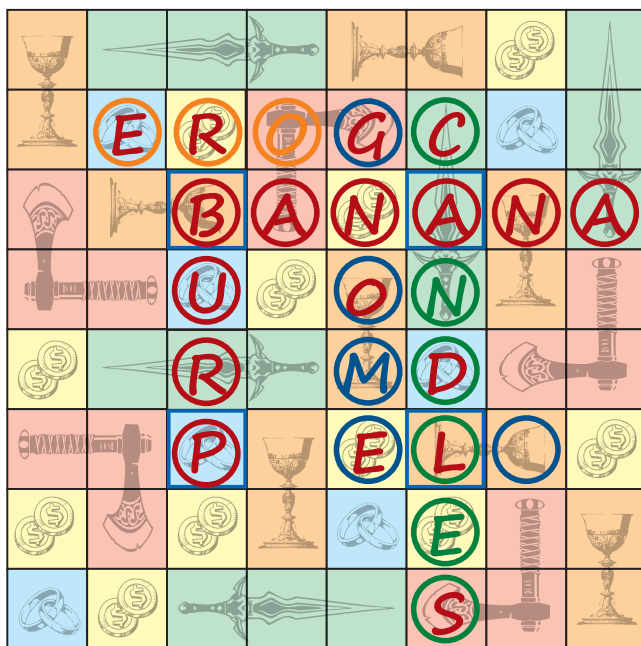
All other players that complete it should circle the 5 point space.

Pattern goals cannot be rotated or mirrored. You should complete them in the direction they are in the card.



In this example, you were the first to complete goal 1, but someone completed goal 2 before you.

Example of a turn:



1. Start of the turn: You've only got the words **BANANA** and **BURP** circled.

2. First word: You pay for the letters **N** and **E** from the strip, and write them to make the word **CANDLES**, circling all its letters. You gain 1 more ring from **D** (you already completed 2), 2 🪙 from **E** and you completed a sword. Because it's a 7-letter word, you also gain 2 🏆.

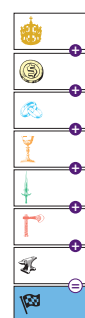
3. Second word: You decide to circle the square next to the **L** to complete a Goblet, allowing you to place a letter anywhere. You place an **M** to make the word **GNOME**, that gives 1 🪙 for being a 5-letter word, 2 more 🪙 from **E** (**N** was already circled), and another Goblet.

4. Third word: You place an **O** between R and G to create the word **GORE** (backwards), giving you yet 2 more coins from **R**, a ring from **E** and completing your first axe.

End of the game:

The game ends when the letter card deck is over, after the 12th round. Write your points in your sheet:

- 1 point for every 🪙 you didn't pay (the bar below it is not filled)
- + 1 point per 🏆
- + 8 / 4 / 2 points if you were the 1st / 2nd / 3rd with most 🏆
- + 5 / 10 / 20 points if you completed 5 / 6 / 7 rings (count them on your board)
- + 2 / 4 / 6 per completed goblet / sword / axe (count them on your board)
- + 8 or 5 per goal completed, depending if you were the first to complete it or not.



The player with most points is the winner. In case of a tie, the player with most 🏆 wins. If there's still a tie, the tied players share the victory.