

For 2 to 8 players
(in teams)

EI-2916
Ages 8 to adult

WORD STORM™

Fast-paced word fun is in the forecast!



WARNING:

CHOKING HAZARD—Small parts.
Not for children under three (3) years.

Educational
Insights®



Wild word-building fun is brewing with Word Storm, the tile-grabbing, crossword-style race game that will have word makers of all ages on cloud nine!

Contents



Object of the Game

Players construct their own crossword puzzles using the tiles drawn from the pile. Quick! Create a correct crossword before your opponents complete theirs. The player with the *lowest* score at the end of the game WINS!

Getting Ready

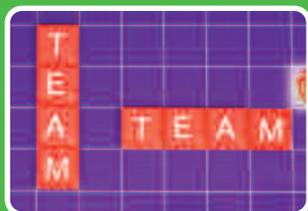
- Have players or teams sit on their side of the game board.
- Choose a player to be scorekeeper and provide the player with the score sheet and a pencil.
- Decide on the score or number of rounds to play. We recommend playing either five rounds or to a score of 50 the first time you play (See Winning the Game section).
- Have a dictionary handy for reference.
- Turn all the tiles face down in the center of the game board.

Playing Word Storm

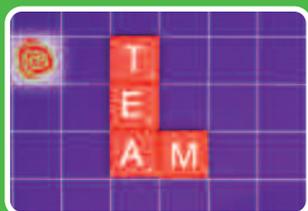
1. To begin, one player says, "Word Storm." Everyone takes four tiles and immediately starts building words, racing their opponents to use all four of their tiles first. Players may begin *anywhere* on their side of the board.

Word Plays

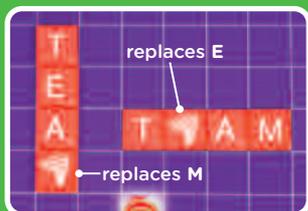
ALLOWED



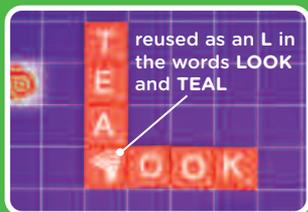
A word can be formed from top to bottom or from left to right.



Words can be formed if the letters intersect horizontally and vertically.



A wild tile can replace any missing letter.

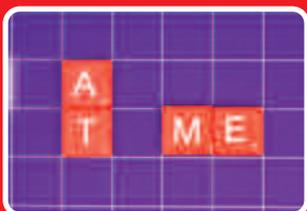


A wild tile may be reused as a different letter at any time during game play.

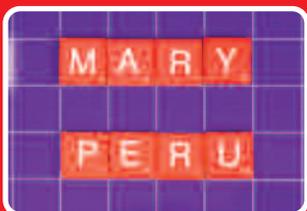
NOT ALLOWED



A word cannot be formed from bottom to top or from right to left.



Words cannot be formed if the letters don't touch.



Proper nouns (names of a specific person, place, or thing) are not allowed.



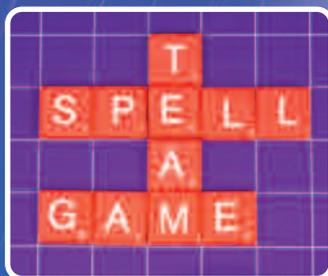
Abbreviations and slang are not allowed.

2. The first player to use all of his or her tiles yells, “Word Storm!”

What happens if no one calls “Word Storm”?

If at *any* time during the game no one can use all their tiles to call “Word Storm,” players take four tiles and play proceeds.

3. All players immediately grab another four tiles from the center of the game board and rush to add on to their crossword. Word building continues with players drawing four more tiles each time one of the players calls “Word Storm.”



CROSSWORD PROBLEMS AND SOLUTIONS

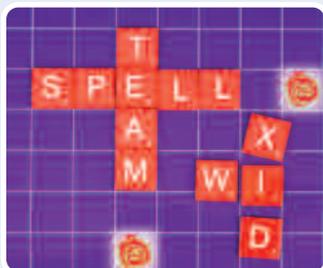
Is your crossword too far in a corner?

You can move your entire crossword to a better position on your side of the game board by moving all of the letters.

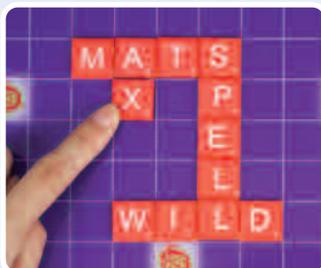
Are you stuck with hard-to-place letters?

At *any* time during a game, you can rearrange any or all of your letter tiles in a “crossword exchange.”

Crossword EXCHANGE!



This player is unable to use all of her new letters.



By rearranging her tiles, this player was able to use ALL of her letters.

4. Play continues in this fashion until *all* tiles are taken from the center.

Two and Three-player Games

If there are two players, on the final “Word Storm” call players each take two tiles. With three players, they each take one. One tile then remains unused in the center of the table.

Ending the Round

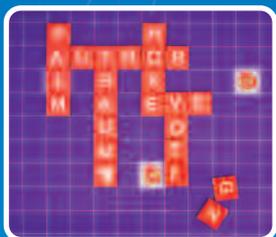
When all tiles have been taken from the center, players race to be the first to correctly complete a crossword using all of their tiles. The first player to finish yells, “Done!” The rest of the players must stop trying to finish their crosswords. Players score their crosswords for round one (see Scoring section).

Scoring

1. The player who called “Done” reads his or her crossword aloud. The other players check its construction and spelling.

- If the crossword is **correct**, a score of **zero** is entered on the score sheet for that player for Round 1.
- If the crossword is **incorrect**, the player removes all incorrectly placed tiles from his or her crossword until a correct crossword remains. The player may **NOT** rearrange the tiles. A score of **double** the numerical value of the incorrectly placed tiles is entered for the player. Wild tiles have no point value.

2. The rest of the players read their crosswords. Players add up the numbers on their unused tiles. Players with incorrect crosswords remove all incorrectly placed tiles and add the value of those tiles (not doubled) to their score, too.



Player 2 had two unused tiles (G and N), and he spelled *hoax* incorrectly.



Player 2 must remove his incorrectly placed tiles *and* those attached to them until a correct crossword remains.

Players	Pat	Jim	Nancy
Round	Score	Score	Score
1	0 0	3 14	2 0
2			
3			

Player 2's score for the round is the numerical value of unused tiles (3) PLUS the value of incorrectly placed tiles (14).

3. Return all the tiles to the center of the board and turn them face down to begin the next round.



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