

For 2 – 6 players

EI-2918
Ages 8+
Grades 3+

Obscurity

The ultimate
hidden word challenge!



Part word search, part vocabulary challenge, Obscurity spells fun for word lovers of all ages!

Contents

- Game board with built-in score track and card storage
- 80 double-sided word cards
- 12 player pegs
- Instructions



WARNING:

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

Educational
Insights®



Obscurity

The ultimate hidden word challenge!

OBJECT OF THE GAME

Be the first player to go around the score track.

GETTING READY

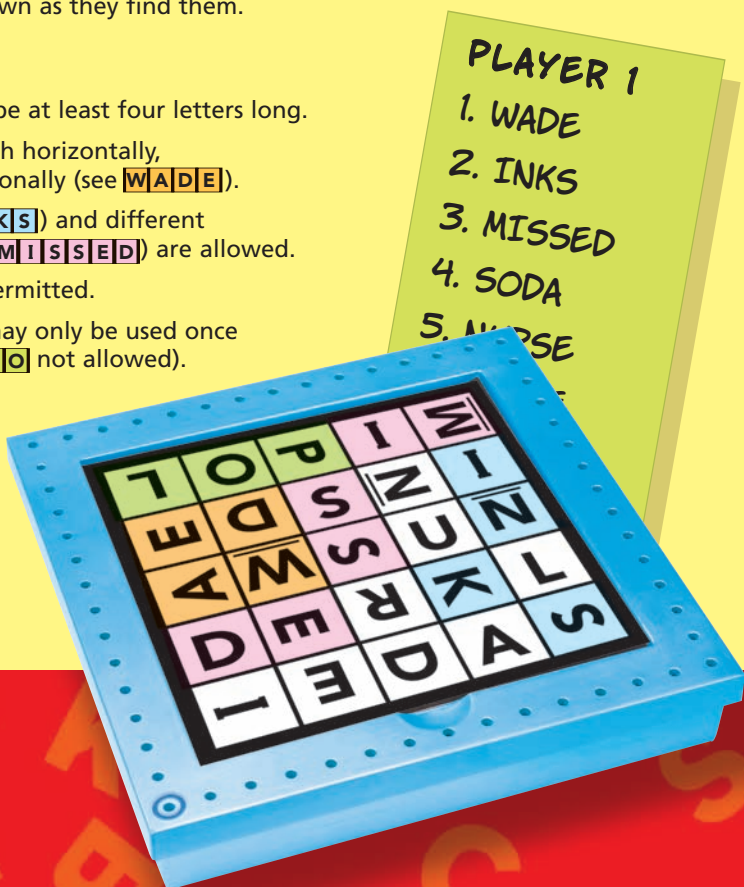
- Provide a pencil and paper for each player.
- Have a dictionary handy for reference.
- Players choose a colored peg to move around the score track on the Obscurity game board.
- Remove the deck of Obscurity word cards from the storage compartment. Shuffle the cards. Choose one of the cards from the middle of the deck and place it with the letter side face-up on the game board.

PLAYING OBSCURITY

1. Players all begin searching for words hidden on the card, writing them down as they find them.

WORD RULES

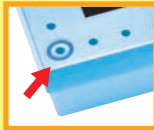
- Each word must be at least four letters long.
- Letters must touch horizontally, vertically, or diagonally (see **WADE**).
- Plurals (see **INKS**) and different verb tenses (see **MISSED**) are allowed.
- Names are not permitted.
- A letter square may only be used once in a word (**POLO** not allowed).



- The first player to write down ten words calls out "Obscurity!" The rest of the players must stop and put their pencils down.

TIP: Numbering your paper from 1-10 at the beginning of each round makes it easier to see when you've reached the 10-word goal.

- Players take turns reading their word lists aloud, crossing off any words other players have.
- Any player who has two or more of the same words as the player who called "Obscurity" earns an extra six points, called "match points." (If you are playing with three or more players, then a player must have three or more matching words to earn the extra six match points.)
- Players score their words according to the Scoring rules below then move their pegs clockwise the appropriate number of spaces from the start of the score track.



Player 1 calls "Obscurity!"

PLAYER 1	PLAYER 2
1. WADE	1. SODA
2. INKS	2. DRESS
3. MISSED	3. SPIN
4. SODA	4. LEAD
5. NURSE	5. INKS
6. SINUS	6. POSSE
7. WELD	7. READ
8. MINUS	8. SEED
9. WEED	9.
10. POLE	10.

Player 2 earns an extra 6 "match points" because he had 2 of Player 1's words.

SCORING

Turn the card over to see how many points each word is worth. Words not listed are obscure (less well known). Obscure words are each worth three points.

The number of obscure words is listed on each card. If players doubt that a player's unlisted word is a "real word," they may consult a dictionary.

WINNING THE GAME

The first player to go around the score track is the winner.

PLAYER 1

- WADE 2
- ~~INKS~~
- MISSED 1
- ~~SODA~~
- NURSE 2
- SINUS 3
- WELD





OBSTACLES

"Hey, that's not a word!"

If a player who calls "Obscurity" has one or more words that are not "real words," he or she loses a point for each of those words.

"Where do you see that word?"

If a player calls "Obscurity" and one or more of the player's words can't be spelled with the letter arrangement on the card, the player loses a point for each of those words.

These penalties only apply to a player who calls "Obscurity."

Calling "Obscurity" ends a round, preventing other players from finding more words and earning points.

OBSCURITY EXTREME

You can play a more challenging game by only allowing words with five or more letters for one or more rounds. For example, you might play alternating rounds with that rule.

RISK OBSCURITY

You can make the game more challenging (and also slow it down) by awarding *no* points to a player who called "Obscurity," but whose words enabled other players to earn match points. This penalty encourages all players to look for longer and more difficult words – words they don't think other players will find.

SOLO OBSCURITY

For a faster game with fewer rounds, players each choose their own card. Players race to find ten words with four or more letters before their opponents. When "Obscurity" is called, players trade cards and score one another's word lists, using the back of the card for each word's point value. The player with the highest score for the round wins the round. The first person to go around the score track is the Solo Obscurity winner.

Variation: Players find as many words as possible on their own cards within a specified time, for example, one minute.

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