For 2 – 6 players

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

EI-2918
Ages 8+
Grades 3+

WARNING: CHOKING HAZARD—Small parts. Not for children under three (3) years.
Objective 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).
2. 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.

3. Players take turns reading their word lists aloud, crossing off any words other players have.

4. 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.)

5. 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.

**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.
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.

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.

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.