



WORDWRIGHT

by Defined@Mind

TM

in·struct·ions

*detailed explanation
of how something
should work*

WHAT IS WORDWRIGHT?

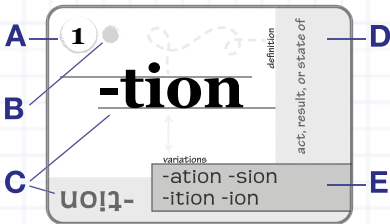
Wordwright isn't simply a single game; it's a game system. Your Base Kit is a curated collection of common word parts that work well together and combine to make hundreds of different words across several fun games of varying types and complexities.

Traditionally, word games have only let you play with individual letters. Wordwright Kits now give players a better building block: word parts that help you build words with meaning.

WHO ARE THESE GAMES FOR?

Anyone ages 8 to in·fin·ity. Built into Wordwright is a flexible spelling concept that allows players to see words evolve as parts are mixed with each other. This allows both linguaphiles and those who might not typically enjoy word games to compete together.

HOW DO THE CARDS WORK?



A Point Value

Card values range from 1-3 points.

B Basic Set Dot

A subset of cards to start playing with.

C Main Word Part

Displayed in 2 directions to allow identification from opposite sides. Parts used as prefixes or suffixes have a hyphen.

D Definition

Common word part definitions assist in making words and seeing how word meanings evolve.

E Variations

Use the main word part or any of the variations to make words. You may also double up or drop a letter. Not all word parts have variations listed.

MAKING WORDS WITH WORD PARTS

Many words can be made from a handful of parts. See how many words you can make from the parts below using all variations.

con-		definition AAAAA AAAAA AAAAA A AAAAA AAAAA A
↑ variations		
-uoc	com- cone	

-tion		definition AAAAA AAAAA AAAAA A AAAAA AAAAA A
↑ variations		
-tion	-ation -sion -ition -ion	

vers		definition AAAAA AAAAA AAAAA A AAAAA AAAAA A
↑ variations		
Vers	vert verse	

pos		definition AAAAA AAAAA AAAAA A AAAAA AAAAA A
↑ variations		
pos	pose	

-ate		definition AAAAA AAAAA AAAAA A AAAAA AAAAA A
↑ variations		
-ate	-at	

-it		definition AAAAA AAAAA AAAAA A AAAAA AAAAA A
↑ variations		
-it-	-ite	

ANSWERS:

converse = con- + verse

convert = con- + vert

compose = com- + pose

posit = pos + -it

version = vers + -ion

position = pos + -ition

position = pos + -it + -ion

conversion = con- + vers + -ion

conversate = con- + vers + -ate

conversation = con- + vers + -ation

conversation = con- + vers + -at + -ion

composite = com- + pos + -ite

composition = com- + pos + -ition

composition = com- + pos + -it + -ion

Note: Usually when the “-tion” part is played, the “-ion” variation is used. But both the “-tion” and “-ive” cards have variations with “-at” and “-it” built in. This allows flexibility in that the same words can be built with or without “-at” (variation of “-ate”) or “-it” cards.

Also, a letter may be doubled up or even dropped. Listed variations just help players think of possible spellings for that word part.

WHAT GAMES CAN YOU PLAY?

Lots. In the following pages, we briefly describe a few of our favorites.

However, the easiest way to learn to play the games is through videos. So, to watch how to play the games (and discover new ones), think through puzzles, and be part of our community to get the most out of your Wordwright Kit, come visit us at:

definedmind.com/wordwright

Just starting out? Only use the cards with the *blue dot* next to the point value. Start with the games at the top of the following table and allow 2-part words. When you're comfortable spotting words with Wordwright cards, use the full deck, make longer words, and try more complex games. If your group has trouble with a word part, play without it.

We encourage you to make up your own games! Share them with us so we can let other Wordwright lovers enjoy them, too.

Word Scramble	Race to spot words before anyone else	Page 7-8
3 word part minimum, decrease to 2 to make easier		
Word Pyramid	Solo or collaborative pyramid word puzzle	Page 9-10
2 word part minimum, increase to 3 to make harder		
Word Pyramid Race	Use communal cards to solve your pyramid first	Page 11-12
2 word part minimum, increase to 3 to limit options		
Writers Group	Form and reform community words	Page 13-14
2 word part minimum, increase to 3 to limit options		
Writers Group Express	Quickly use your cards in community words	Page 15-16
2 word part minimum, increase to 3 to limit options		
Criss-Crosswords	New kind of crossword game in 4 directions	Page 17-20
2 word part minimum (always keep at 2)		
Rewrite Rummy	Build and rewrite (steal) word melds to score	Page 21-23
3 word part minimum (always keep at 3)		

Word Scramble



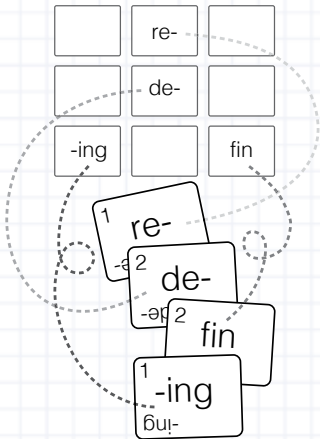
1+
players



5-10 min.

skill level
easy

Players race to score points by forming and grabbing words from a set of word parts.



Player 1 calls out “redefining” before anyone else. She picks up the word part cards and puts them in her stack to be counted at the end of the game. She’ll score 6 points (1+2+2+1). The 4 cards are refilled.

SETUP:

- Shuffle cards and place 9 face down.
- Remaining cards form the card supply.

RULES:

- When all players are ready, flip the cards.
- Play is simultaneous — players call out words as they see them.
- First to call out a valid word takes the word parts, and refills the board from the supply.
- If players can't make a word, shuffle cards with the supply, and deal out 9 new cards.
- The game ends when no cards remain in the supply and no words are formable.

DISPUTES:

- If multiple players call out a word using the same word part(s) at the same time, the word using more word parts wins.
 - If it's a tie, the word part(s) causing the tie are removed and shuffled back into the card supply. Refill the cards back to 9.

SCORING:

- Each player tallies the point total from each word part they have collected (1-3 points per card).
- The player with the highest total wins.
- Tie-breaker: Deal 9 cards, and the first to spot a word wins.

Word Pyramid



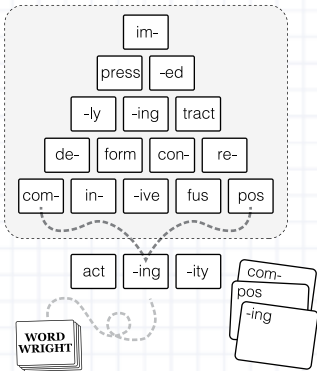
1+
players



5-20 min.

skill level
easy-
expert

One player (or several as a team) makes words to clear a pyramid working up from the base.



The team makes “composing” from accessible word parts: two from the base row, and one from a discard pile. The last three accessible cards will be “im-”, “press”, “-ed” at the top of the pyramid. With those cards, “pressed” and “impressed” could be made, but “impress” cannot, because “-ed” blocks “im-” and is not used in the word.

SETUP:

- Shuffle and lay out cards in a pyramid shape to the desired difficulty of rows
 - 6 rows: easy
 - 7 rows: medium
 - 8 rows: hard
 - 9 rows: expert
- Deal the next 3 cards face up making 3 separate discard piles.
- Remaining cards form the card supply.

RULES:

- Make words with accessible word parts to clear cards from the pyramid.
- Cards in the bottom-most row and cards on top of the discard piles are accessible (the top of the pyramid will be the last card).
- Cards in a row above are blocked by cards in a row below, unless all blocking cards are used in a word with the blocked card.
- Flip over a new card from the supply and choose a discard pile to put it on (making it the only accessible card in that pile).

GAME END:

- If cards in the card supply run out, and no more words can be made, the game ends.
- Clear out all cards in the pyramid to win.

Word Pyramid Race



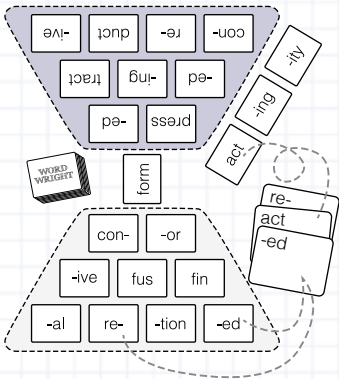
2-4
players



5-10 min.

skill level
easy-
medium

Players compete to clear their pyramid and capture the “capstone” word part first.



Player 1 (bottom) makes “reacted” with two cards from the base of his pyramid and one card from the community cards.

Player 2 (top) is racing against him to capture the shared card at the top of both of their pyramids, “form”. The first to clear their pyramid and make a word with it wins.

SETUP:

- Shuffle and deal out 9 cards to players.
 - Players form a face-down pyramid with 3 rows consisting of 2, 3 and 4 cards.
- Remaining cards form the card supply.
 - Place one card as the “capstone” word part at the center of players’ pyramids.
 - Place 3 community cards face-up.

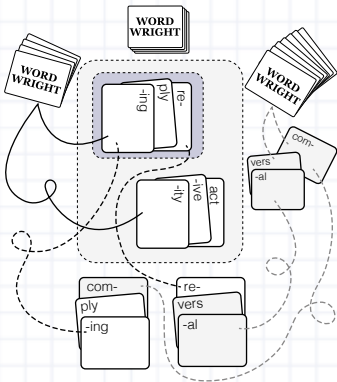
RULES:

- When all players are ready, they flip over cards in their pyramids and simultaneously race to make words from accessible parts.
 - Cards in the bottom-most row and the top of the community piles are accessible.
 - Cards in a row above are blocked by cards below, unless all blocking cards are used in a word with the blocked card.
- Whenever there are 2 or fewer community cards, any player may flip over a new one.
- Whenever there are 3 community cards, all players must agree to flip over a new card. The card is placed on top of the community card that has been in play the longest.
- See Word Scramble rules for Disputes.

GAME END:

- First player to clear their pyramid and make a word with the “capstone” card wins.

Players take turns to use all of their word part cards first by forming and reforming communal words.



Player 1 (left) plays “replying” and “activity” in a communal area on his first turn.

Player 2 (right) considers playing “com-”, “vers” and “-al” to reform “replying” into “complying” and “reversal”. She must use at least 3 more cards from her hand (total of 6), or she’ll have to take a card from the supply.

SETUP:

- Shuffle and deal out cards to players.
 - 2 Players: 10 cards; 3-5 Players: 7 cards
- Remaining cards form the card supply.

RULES:

- Players take turns to either form or reform words in a communal area with held cards, or to take a card from the card supply.
 - The first time a player lays down cards, a minimum number must be played:
 - 2 Players: 6 cards; 3-5 Players: 4 cards.
 - On all subsequent turns after the initial lay-down, a player may play 1 or more cards from his or her hand.
 - If a player cannot play cards from his or her hand (initial lay-down or 1 card on later turns), the player must take 1 card from the card supply and end turn.
- All previously played cards (in communal words) must remain in play in valid words.
- The round ends when a player has played all cards held. With 3 to 5 players, play continues until only 1 player has cards left.

SCORING:

- Points: First: 3; Second: 2; Third-Fourth: 1.
- Play several rounds until a player scores a total of 9 points to win the game.

Writers Group Express



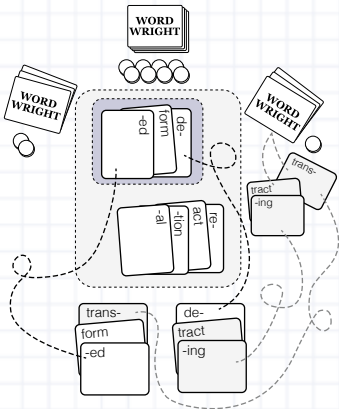
2+
players



15-30 min.

skill level
medium-
expert

Use a small hand of word part cards to form and reform communal words to score points.



Player 1 (left) previously scored 2 points.

Player 2 (right) plans on playing “trans-”, “tract” and “-ing” to change “deformed” into “transformed” and “detracting”. She will score 1 point chip for using all of her cards. She could also score a point chip if she used her cards in a word of 4 or more parts.

SETUP:

- Shuffle and deal out 3 cards to all players.
- Remaining cards form the card supply.
- Put point chips in reach (candy, coins, etc.)
- Flip over 1 card for the starting word part.

RULES:

- Players take turns to either play held cards to form or reform words in a communal area, or take a card from the card supply.
 - Round begins with a requirement to make a word with the starting word part.
 - If a player plays 1 or more cards, their turn ends without taking a new card.
 - A point chip is awarded if a held card is played in a word of 4 or more parts.
 - If a player uses all held cards, they take a point chip and refill hand to 3 cards.
 - If a player cannot play any new cards, the player must take 1 card and end turn.
- All previously played cards (in communal words) must remain in play in valid words.
- The game ends when the card supply runs out *and* a player has used all held cards.
- *Recommended:* Impose a short time limit.

SCORING:

- Players count accumulated point chips. The player with the most points wins.

Criss- Crosswords



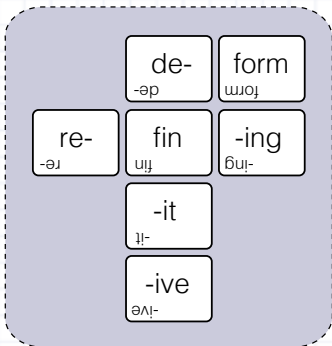
2-4
players



45-60 min.

skill level
hard-
expert

Players take turns to build words with word parts crossword style to score the most points.



Players have taken 3 turns to build the 4 words in communal play: “deform”, “forming”, “refining”, and “definitive”.

SETUP:

- This game requires a large area to play.
- Shuffle cards and deal 6 to each player.
- Remaining cards form the card supply.

RULES:

- Players take turns to lay out cards in a communal area making words adjacent to existing word parts in crossword fashion.
- Words can go in 4 directions: 1) Left to right; 2) Right to left; 3) Top to bottom; 4) Bottom to top. (See following diagrams).
 - Word parts printed on the center and side of the card in opposite directions allows readability in opposing orientations.
- Players have 3 options on their turn:
1) Play; 2) Pass; 3) Exchange.
- **Play:** Players use 1 or more cards from their hand in a single, straight line to form words of 2 or more parts.
 - The starting player plays any single word.
 - **Optional:** Play starts with a random card, and the first player plays off it or passes.
 - Subsequent plays require a minimum of 1 new part played adjacent to at least 1 existing part. Multiple words can be made from a single play.
 - Players refill hands to 6 cards after play.

RULES (CONTINUED):

- *Pass*: Players can opt to pass their turn.
- *Exchange*: Players can choose 1-6 cards from their hand to exchange with the card supply. Put cards being exchanged in card supply, shuffle, and draw new cards.

SCORING:

- Point values on each card played in new words are counted for each word made.
- Bonus points are scored for longer words made using any combination of new and existing parts:
 - 4 parts: 4 points
 - 5 parts: 7 points
 - 6 parts: 11 points
- Multiple bonuses on 1 play are possible.
- Players score 0 for a Pass or Exchange.
- Tally scores after each turn.

GAME END:

- The game ends when the card supply is exhausted and a player uses all cards.
- The game can also end if **all** players Pass or Exchange 2 turns in a row.
- The point values for any unplayed cards are deducted from each player's score.
- The player with the highest score wins.

EXAMPLE PLAYS:

Player 1 starts
with “composite”.



Player 2 could play “decomposition” with parts
on either side, scoring a 5 part word bonus.



Or make “definition” (left to right), “depose”
and “finite” (top to bottom). “de-” and “fin”
would score twice.



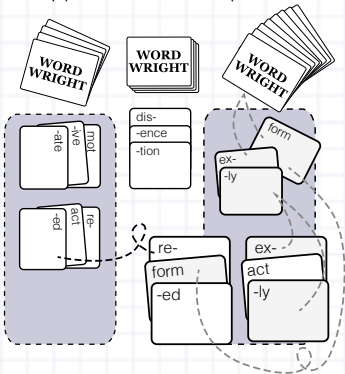
Or play “definition” (right to left), “position” (top
to bottom), and “finite” (bottom to top).



Or “definition” (top to bottom), and
“composition” (left to right). “-tion”
would score twice, and “composition”
would score a 4 part word bonus.



Players make word melds and “rewrite” (take) ones made by opponents to score points.



Player 1 (left) made the word melds “motivate” and “reacted” on previous turns and placed them in front of him.

Player 2 (right) draws a card, and uses “form”, “ex-” and “-ly” from her hand to rewrite Player 1’s “reacted” into “reformed” and “exactly”. She places them on her side. When a player goes out to end the round, Players score points for words on their side.

SETUP:

- Rewrite Rummy is a game played over several rounds to reach a point goal of 50 or 100 points. Before you start, decide what point goal your group is playing to.
- Shuffle and deal out cards to players.
 - 2 Players: 10 cards; 3-5 Players: 7 cards
- Remaining cards form the card supply.
 - Flip over 1 card to form the discard pile.

RULES:

- A player's turn consists of: **1) Pickup; 2) Play; 3) Discard.**
- **Pickup:** The player may draw the top card from the card supply, or any number of cards from the discard pile.
 - If a card is taken from the discard pile, all cards resting above it must also be taken.
 - If 1 or more cards are taken from the discard pile, the bottom-most card must be played immediately in a word meld.
- **Play:** A player may form any number of cards from their hand into words of **3 or more parts** and play words in front of them.
 - Rewriting: Players may take opponent's words as long as at least one part from their hand is added, and all played parts are used in valid words.

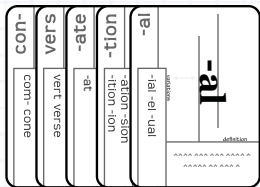
RULES (CONTINUED):

- **Discard:** A player's turn ends with a single card placed on top of the discard pile.
 - The final discard should be face down.
 - If a player goes out without a discard, remaining players get 1 more turn.
- **Rummy:** Cards may only be played on a player's turn with 1 exception: Rummy.
 - If any player sees a word of 3 or more parts in the discard pile, they may announce it and place it in front of them.
 - If the last discard is used, the player that discarded it is not allowed to call Rummy.

SCORING:

- At the end of a round, players tally the point values from each word part they played.
- Any players with unplayed cards in their hand deduct those point values from their score. It is possible to score negative.
- Play several rounds until a player reaches the point goal and wins.

When cards are in play, word parts and all variations should be visible to all.



STARTING PLAYER OR DEALER & ROTATION

- Players cut cards — alphabetically first word part decides who starts.
- Play and deal passes to the left.

NUMBER OF WORD PARTS IN A WORD

- See recommendations for optimal gameplay in table on page 6.
- Optional: Only use the “-s” word part in words of 3 or more parts.

LEGAL WORDS AND DISPUTING WORDS

- A legal word is defined as 2 or more word parts forming an English language word. Flexible spelling of word part or variation is allowed.
- Word parts should not be used as random letters. Players should be able to theorize how a word derives meaning from its parts.
- Social gaming groups shouldn't penalize trying and verifying new words. If games take too long, limit time or dictionary use. Or let the group judge what is or isn't a word.

- Competitive groups may opt to only use dictionaries to challenge words. If challenged, the creator spells out the attempted word and attempts to verify it in a dictionary. If the word is invalid, the player is not allowed to make that word. If applicable, the incorrect player or challenger forfeits their turn.

USING WILDS

Wordwright Kits have 2 wilds. You can change up games in the ways described below, or in new ways your group invents.

- Treat as any word part, or perhaps as a predetermined word part. Your group can decide if Wilds score any points or not.
 - Shuffle into deck at the start of a game.
 - Set wilds aside and make available to all players at any time, or at a certain time (e.g. a problem board in Word Scramble).
 - Set a price tag or auction them off: Players can trade points for a wild.
 - Give wilds out to newcomers to handicap a more experienced player.

- Treat a wild as a special card awarded to a player to score 1-5 points for:
 - Longest word in a game.
 - Most words made in a game.
 - A penalty — Player that takes the longest time loses points.
 - Tell a story using all the words made. Award to the best story.
-

THANKS & CREDITS

Big thanks to our Kickstarter backers —

Wordwright wouldn't exist without you!

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*All Game Design, Art and Development:
Rachel Pope & Jay Pope.*

Wordwright Base Kit v1.0

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Defined  **Mind**
all kinds of smart

dis·tribut·ion

Part	Variations	Qty.	Part	Variations	Qty.
com-	con-, come	2	pos	pose	1
con-	com-, cone	2	press		1
de-		1	sens	sent, sense, senti	1
dis-		1	ten	tens, tense, tend	1
ex-		1	tract		1
im-	in-	1	vers	vert, verse	1
in-	im-	2	-able	-ible, -abil, -ibil, abl, ibl	2
per-		1	-al	-ial, -el, -ual	1
re-		2	-ate	-at	1
trans-		1	-ed	-ied	2
act		1	-ence	-ance, -ience, -ency	1
ceiv	cept, ceit ...	1	-er	-or, -ier	2
duct	duc, duce	1	-ing		2
fin	fine	1	-it	-ite	1
form		1	-ity		1
fus	fuse	1	-ive	-ative, -itive, -iv	2
mit	miss	1	-ly		1
mot	mote	1	-or	-er	1
ply	plic, pli	1	-s	-es, -ies	2
port	por	1	-tion	-sion, -ion, -ation, -ition	3