

Superior Game for 5 or More WORD SQUARES

This game rewards quick thinking and spelling prowess; being lucky doesn't hurt either.

Players draw a five-by-five grid with room for one letter in each square. Starting with whomever (eldest, youngest, winner of previous game, etc.) each player, in turn, names a letter of the alphabet. There is no limit on how many times an individual letter may be called. This continues around the group until 25 letters have been named.

As each is called out, players immediately write that letter in any unoccupied square of their choosing. The idea is to place letters so that the result will contain words.

T	R			
	A		P	
		E		T
L		N		
		A	Y	

Once all 25 squares have been filled, players have a set time (typically from 2 to 5 minutes) to locate and count all words of three or more letters that have been spelled horizontally (left to right) or vertically (top to bottom) within their grid. Diagonally, upwards, or backwards spelled words are not counted.

Scoring

Players score 10 points for each five-letter word, 5 points for each four-letter word, and 1 point for each three-letter word in their grid. Player with the highest score wins. Words contained within larger words are not counted.

For a word to be acceptable, it must be found in an available dictionary or, if no dictionary is at hand, it must be familiar to at least one other player.

Typically, words are allowed only if they are neither proper names nor foreign. The game could, however, be played using only names of famous people or places, or to test foreign-language skills. ■

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