

Twizmo! Words

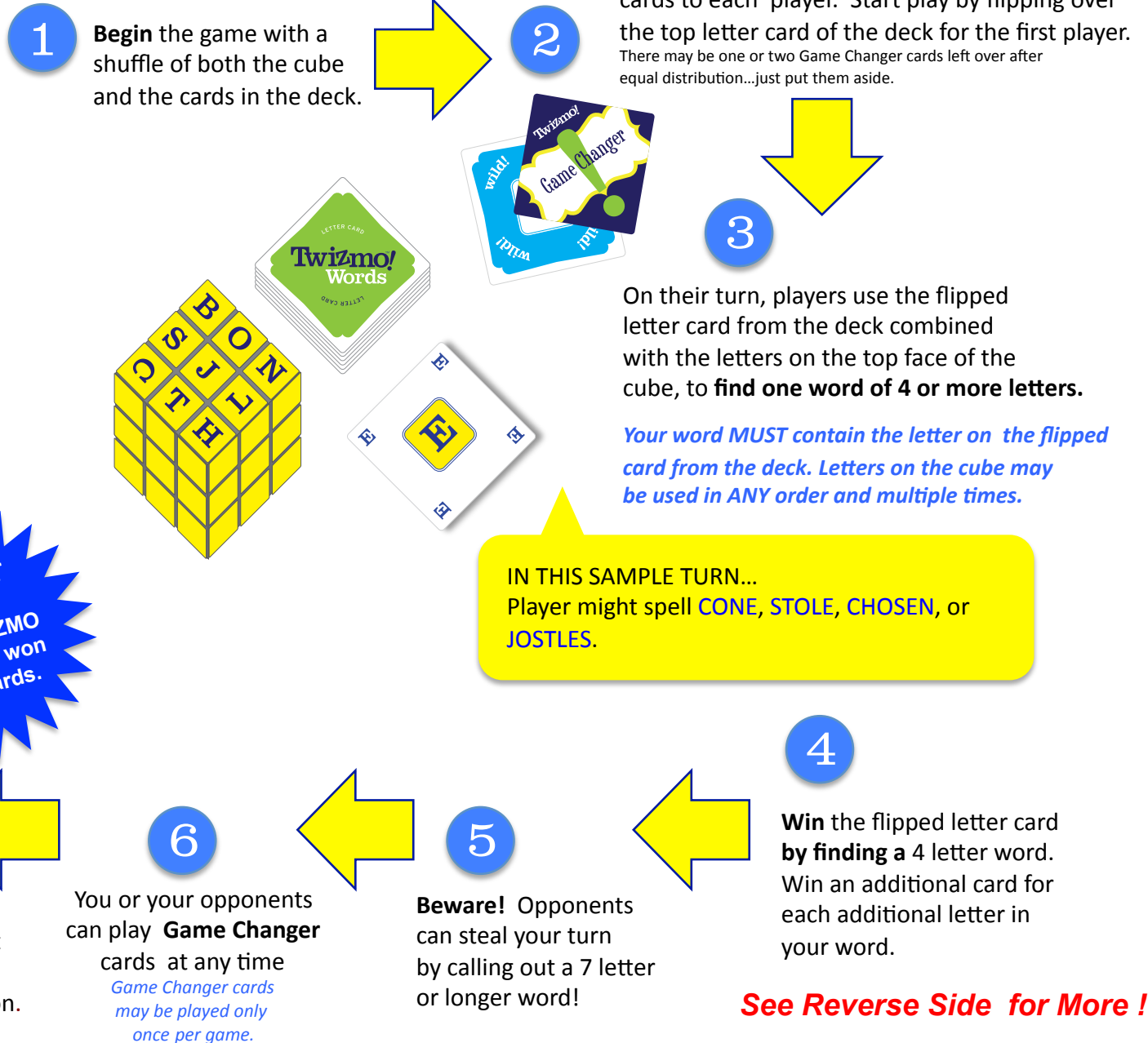
Game Instructions

Twizmo! Words is a fast-paced, word finding game with unlimited twists and turns !

Score your points - 1 point for each letter card won during the rounds

Most points wins Twizmo!

START



Twizmo! Words

MORE DETAILS, MORE FUN!
(see reverse side for gameplay overview)

Share your "Twists"
on our blog at
www.twizmogames.com



1

Begin

The Twizmo! Words card deck is shuffled only once at the start of the game.

The Twizmo! Words cube is shuffled at the start of each player's turn

2

Deal and Flip

At the start of the game, one player deals an equal number of the 12 Game Changer cards to each player.

At the start of each turn, flip one letter card from the top of the card deck so it can be seen by all players.

3

Find a Word

During their turn, players look for words containing the flipped letter.

The word must be at least 4 letters and found in a standard English dictionary (no proper nouns such as names of people or places)

Optional Twist: Require words to start with the letter on the flipped card.

4

Win Letter Cards

Players only need to spell a 4 letter word on their turn to win the flipped letter card but finding longer words wins you more cards:

A 4 letter word wins 1 card
A 5 letter word wins 2 cards
6 letter words wins 3 cards
and so on.....

5

Beware !

While a "turn player" is looking for their word, opponents can call out a 7+ letter word to win the flipped letter card only and the turn ends.

Players must weigh the risk of taking the time to find a longer word versus losing their turn.

6

Game Changers

Game Changer cards should be kept secret and can be played at any time. Consider your strategy of when you will play Game Changer cards so they will have their greatest impact.

Once they have been played the cards must be returned to the deck.

7

Play On

Play continues until all letter cards are won and all Game Change cards have been played.

Tip: To modulate the length of the Game, remove some of the letter cards from the deck at the start of the game when fewer than 4 players are playing.

8

Score and Win

Players count 1 point for each letter card they won during the game. The player with the most points wins Twizmo! Words.

Remember, spell "Twizmo" with your letter cards to instantly win the game.

Optional Twist: Agree on an instant win word other than "Twizmo" at the start of game.

Twizmo!

