

A battle to the last word!

wordXchange®

fast

freedom

challenge

battle

emotions

creative

WIN!

A battle to the last word!™

Stealing is legal in **wordXchange®**, the all-new anagram game that pits you against your rivals and against the clock in an all-out battle to make and keep words. **The winner is the first to make and line up six words. The catch? No word is safe!** You can steal words made by your opponents, add one or more letters and reshuffle them into one of your own. As the words multiply, the possibilities are endless. Plus, **wordXchange®** "ain't over 'til it's over," as any player can come from behind by stealing his opponents' words. And the game is lightning fast. You can play an entire round in less than thirty minutes. **wordXchange®** takes strategy and quick thinking. **wordXchange®** is simply... *a battle to the last word!*

CONTENTS: 1 CENTER BOARD • 126 TRANSPARENT LETTER-TILES (125 LETTERS AND 1 JOKER) • 14 WHITE PLASTIC EASELS • BLACK VELVET BAG • 12-PAGE HOW-TO-PLAY BOOKLET

THE WINNER IS: The first player or team to make and line-up 6 words. **NUMBER OF PLAYERS:** Ideal for 4 players or 4 teams of players. The game can also be played with 2, 3 or 5 players. **AGE RANGE:** 10 and up.

WHAT'S AN ANAGRAM?

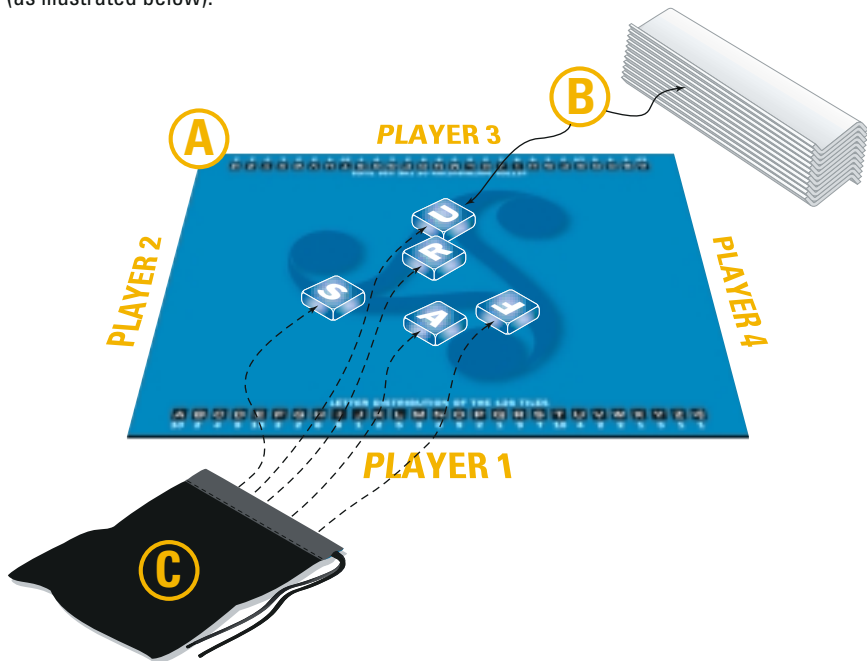
An anagram is a word you get by transposing the letters of one word to make a new word. For example, if you rearrange the letters of the word **STEAK**, you get **SKATE** or **STAKE**. However, with **wordXchange®**, you must add at least one letter to a word in order to transform it into another word. For example, if you add the letter **T** to the word **RACE** and rearrange the letters, you will obtain **REACT**. Read the rest of of this booklet to learn how to play. You have countless ways to win.

1. SETTING UP THE GAME

A. Place the game board in the middle of the table.

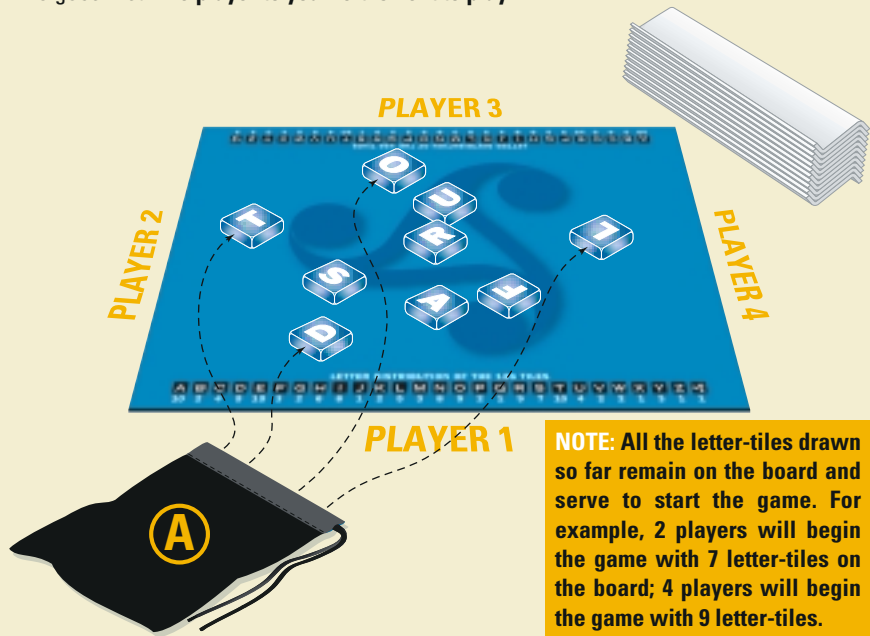
B. Put the easels and the bag of letter-tiles along the sides of the game board.

C. One player draws five letter-tiles from the bag and places them, face-up, on the board (as illustrated below).



2. DETERMINING WHO GOES FIRST

A. Each player (or team) draws a letter-tile from the bag and places it, face-up, on the board. The player (or team) who draws an "A", or the letter closest to it alphabetically, plays first. For instance, in a four-player game, if one player drew the letter **D** and the other three players drew the letters **L**, **O** and **T**, the player who drew the **D** would go first. If two players draw an "A", or the letter closest to it, they draw again until it is determined who goes first. **The player to your left is next to play.**



NOTE: All the letter-tiles drawn so far remain on the board and serve to start the game. For example, 2 players will begin the game with 7 letter-tiles on the board; 4 players will begin the game with 9 letter-tiles.

3. STARTING THE GAME

- A. Each player (or team) draws another letter-tile from the bag and, this time, keeps it in his/her hand to hide it from opposing players.
- B. The starting player will go first. The player to your left is next to play.
- C. The standard time limit is one minute per turn, so set the digital timer to one minute (also refer to section 7. Game Strategies).
- D. The player places his or her letter-tile on the board, and tries to make a word by moving the letters around. You don't need to use the letter-tile from your hand. You can use any combination of letter-tiles on the board.

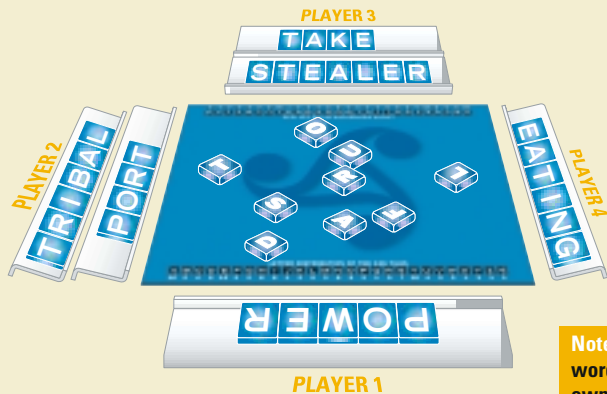
RESTRICTIONS: THE WORD MUST HAVE AT LEAST 3 LETTERS TO BE VALID. Proper nouns, abbreviations and acronyms are not valid, except for those also considered common nouns by the dictionary. A player cannot steal a noun by merely adding an **S** to change it to its plural form (e.g. **PENCIL** into **PENCILS**, or **BRICK** into **BRICKS**). However, a player can turn **CHILD** into **CHILDREN**. Also, a player can steal a word by changing its verb form (e.g. **MEND** can become **MENDS**, **MENDED** or **MENDING**).

- F. If the timer beeps before the player can make a word, or if the player cannot make a word, that player's turn is over. The player leaves his or her letter-tile on the board, draws a new letter-tile from the bag, and keeps that letter concealed in his or her hand. Play proceeds to the left (clockwise) until a player can make a word.

NOTE: When your turn is over, always remember to draw a letter-tile from the bag and keep it in your hand for your next turn.

4. WHEN YOU MAKE A WORD

- A. When you make a word, either from letters on the board or by stealing an opponent's word, place the word on your easel. Turn the easel toward the other players so they can read it (as illustrated below). **Remember:** *The word must have at least 3 letters to be valid.*
- B. Now you continue your turn, resetting the timer and drawing another letter-tile from the bag.
- C. Continue playing until you can no longer make or steal a word (see section 5. Stealing an opponent's Word), or until you run out of time. Play continues to the left.



Note: Once you have made a word, you cannot transform your own word again. Only opposing players can transform your word in order to steal it and make it theirs. However, if a rival steals one of your words, you can steal that word back on another turn.

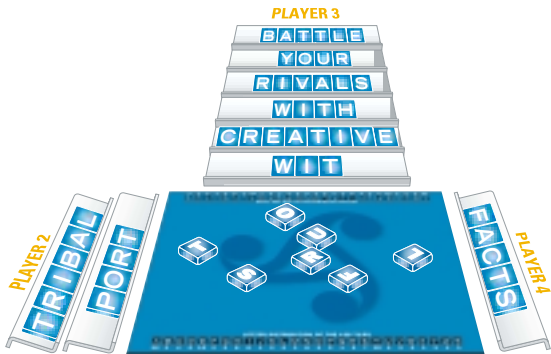
5. STEALING AN OPPONENT'S WORD

Stealing your rivals' words is a key strategy in **wordXchange®**, because it makes it more difficult for your opponent to complete six words.

- A.** The player takes an opponent's word, including the easel, and places it in front of him or herself.
- B.** To do so, you must make a new word by adding at least one letter to those on your opponent's easel. The letter can be the one "hidden" in your hand, or it can come from the center of the board. You can either add on to the existing word or rearrange the letters to make a new word. Anything goes as long as you use all of his/her letters, plus at least one of your own.
- C.** Continue playing, re-setting the timer and drawing a letter-tile from the bag.

DECLARING A WINNER

A player wins when he or she has 6 words lined up in front of him or herself.



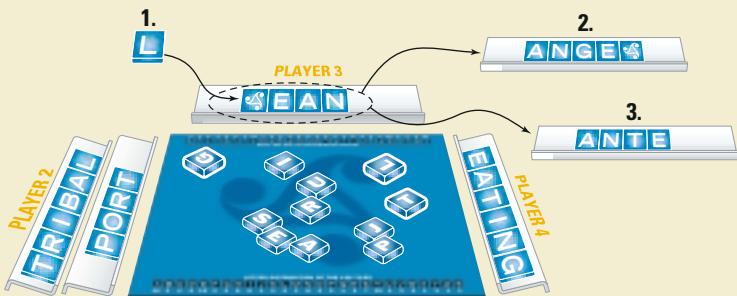
6. USING THE JOKER TO MAKE OR STEAL WORDS

The Joker-tile can represent any letter you choose. For example, in Player 3's word **SEAN** below, the Joker can represent either the letter **B**, **D**, **L**, or **W**. To increase your options of making or stealing words:

1. REPLACE: You can take the Joker-tile (*but not the word, since you did not add a letter*) and replace it, for example, with the letter **L** from the board. Next, use the Joker-tile (which would now be on the board) to make or steal another word and add it to your set of words, then play again.

2. STEAL: You can steal the word **SEAN** and rearrange it to make **ANGE** by changing the value of the Joker to **L** and adding the letter **G** from the board. Reset the timer, draw another letter-tile from the bag and continue playing. **Remember:** *The rules for stealing still apply. You must add at least one letter.*

3. REARRANGE: You can replace the Joker-tile with the letter **T** from the board and rearrange the letters of your opponent's word to transform it into **ANTE**. However, you cannot steal the word because you did not add a letter to the word. Next, use the Joker-tile (which would now be on the board) to make or steal another word and add it to your set of words, then play again.



7. GAME STRATEGIES

OFFENSIVE STRATEGY

While waiting for your turn to play, consider the possibilities. Think about the words you could make if you combined one of your opponent's words with the letters on the board and the letter in your hand. Mentally rearrange the words to make up new words, remembering that you must add one or more letters to the word you wish to steal. Ideally, you should steal your opponents' words to try to prevent them from winning. If that is not possible, then try to make a word with the letter tiles remaining on the board.

DEFENSIVE STRATEGY


Use as many letters as possible to make the longest words possible. **REMEMBER! THE LONGER THE WORD, THE HARDER IT IS TO STEAL.** Also, try to use up the letters on the board as much as possible to keep your opponents from using them to steal your words.

SUGGESTED TIME LIMITS

It is suggested that you set a time limit to make or steal words. The standard time limit is one minute per word. Once you have composed or stolen your first word, you are allowed another minute to make a second word, and so on. If your time is up before you can make or steal another word, you must leave your letter on the board, draw another letter-tile from the bag and wait your turn.

You can alter the time limit depending on the time available to play and the desired degree of difficulty. A shorter time limit (30 seconds) requires quick minds, speeds up the game, and shortens the waiting time between turns. On the other hand, a longer time limit (2 to 3 minutes) allows more time for reflection.

LETTER DISTRIBUTION OF THE 126 LETTER-TILES

A	B	C	D	E	F	G	H	I	J	K	L	M	
10	2	4	5	15	3	2	6	8	1	2	5	3	1
N	O	P	Q	R	S	T	U	V	W	X	Y	Z	1
8	9	2	1	9	7	10	4	2	2	1	3	1	1

8. GAME RESTRICTIONS

RESTRICTIONS

Words shorter than three letters are not valid. Proper nouns, abbreviations and acronyms are not valid, except for those also considered common nouns by the dictionary. Proper nouns are names of places and individuals that normally begin with a capital letter (for example, *New York, Paul*). Abbreviations are a shortened form of a word or phrase—for instance, *UNESCO* (United Nations Educational, Scientific, and Cultural Organization). Acronyms are words formed from the first letter, or the first letters, of several words, i.e., *PAC* (political action committee). If someone wants to use a proper noun, abbreviation or acronym, look up the word in a dictionary.

THE DICTIONARY CAN ONLY BE CONSULTED TO VERIFY THE LEGITIMACY OF A WORD (FOR EXAMPLE, TO VERIFY ITS EXISTENCE OR ITS SPELLING). THE DICTIONARY CANNOT BE BROWSED DURING THE GAME.

You cannot steal a noun by merely adding an **S** to change it to its plural form (e.g. **PENCIL** into **PENCILS**, or **BRICK** into **BRICKS**). However, you can turn **CHILD** into **CHILDREN**. Also, you can steal a word by changing its verb form (e.g. **MEND** can become **MENDS**, **MENDEd** or **MENDING**).

In every case where the legitimacy of a word is questioned, the dictionary will settle the issue. If someone wishes to challenge a word, that player must do so before the next player plays. If the word is ruled ineligible, the player who proposed the word misses his turn (that is, he puts his letter-tile down on the board, draws another letter-tile from the bag and waits for his next turn).

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Visit our Website at www.prodijeux.com and discover more about our newest edition, **wordXchange® Junior** for ages five and older.

Stealing is legal in **wordXchange® Junior**, the coolest word game that pits you against your rivals and against the clock in an all-out battle to make and keep words. **The winner is the first to make and line up five words. The catch? No word is safe!** You can steal your opponents' words, add one or more letters and reshuffle them into one of your own.

wordXchange® Junior comes with two levels of 15 word-cards designed to help you build anagrams and boost your word power. Level 3, not included, will challenge you and your friends to the max, until it's simply... *a battle to the last word!*



**“It’s like Scrabble® for quick-witted,
fun-loving, busy people.”**

**“I liked the idea of stealing my opponents’
words... I never stopped concentrating.”**

**“It was a lot harder to make and keep six
words than I thought it was going to be.”**

**“I’m a school teacher... I would definitely
use this game in my classroom.”**



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