

WORD RAVEL

A PUZZLEY WORD GAME

Designed by Peter Newland, Mind the Gap Studios

2-6 Players

45-60 minutes

Special thanks to: Kimberly Newland, Adrienne Canzolino, Marguerite Cottrell, Ian Glodich, Sarah Mendonca, Tap Pribbenow, Chris Rowlands, Suzanne Sheldon

OVERVIEW

In Word Ravel, players take turns trying to find five words in rows, columns, or diagonally. The letters must be in the correct order but can be either forwards or backwards.

To keep things interesting, the rows and columns can be shifted.

WINNING

After all players have found 5 words, the points are tallied. The player with the most points wins.

SETUP

1. Shuffle the double deck of letter cards and deal out a grid of 5 x 5 cards face up in the center of the play area.
2. Set aside the 5 shift markers
3. The player with the longest name is the start player



Green circled letters are legal word examples

SEQUENCE OF PLAY

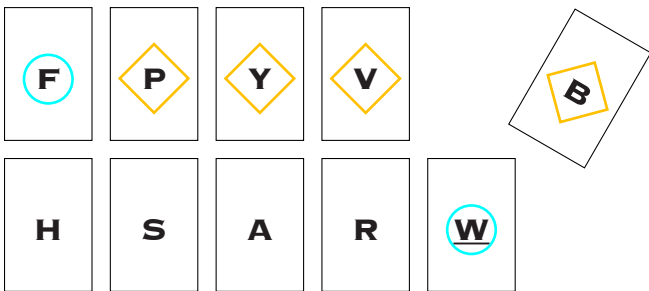
1. The active player can shift any row or column once, and can make up to five shifts, in search of a word
 - with the letters in the correct order either forwards or backwards
 - in a single row, column, or diagonal.
 - Words cannot take corners or be jumbled letters.
2. Once a word has been found, the active player will remove the cards that make up that word.
3. Now the active player refills those spaces with cards from the deck.
4. Play continues clockwise and the sequence repeats.

SHIFTING

To shift a row or a column:

1. Pick up the outermost card of the row or column you want to shift. For example, if you want to shift a row to the right, pick up the rightmost card.
2. Shift all of the cards in that row or column one space in the direction of the shift.
3. Place the card that was taken in the remaining space created by the shift.
4. Place a shift marker next to the row or column that was shifted to indicate it cannot be shifted again by this player.

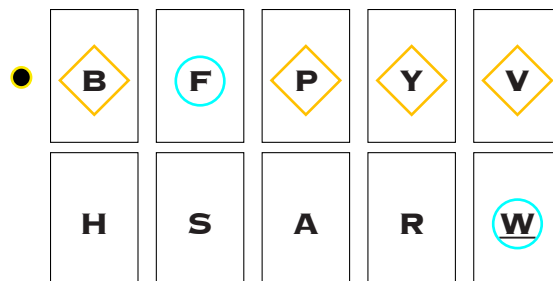
Shift Step 1



Shift Step 2



Shift Step 3



SCORING

each letter in the word = 2 points

○ = +2 points, ◇ = +4 points, ☆ = +6 points