

Prior to the game beginning, each player will make their opponents' boards a little more crossword-like by blacking out a few of the squares. Players will give their board to the player on their left and then to the player on their right. When an opponent's board is passed to you, you will black out four squares that are orthogonally adjacent to one another in any location before giving it back. A set of four squares may not touch any other previously blacked out squares (orthogonally or diagonally). In a **two-player game**, you will add two sets of squares to your opponent's board. In a **solo game**, you should add two sets of four blacked out squares to your board (or more, for a more difficult challenge!)

Components:

- 1x Round tracker token and round tracker board
- 1x First player token
- 12x Help tokens
- 4x Crossword Grid Player Sheets
- 4x Dry Erase Markers
- 2x Alphabet Chart Key
- 8x White Dice (private dice)
- 4x Black Dice (shared dice)

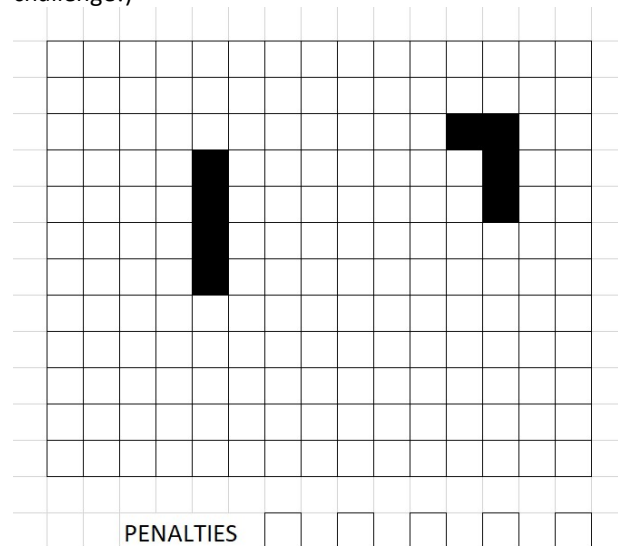
In Cruciverbalist, each player takes on the role of a freelance crossword puzzle crafter. You have to make the best crossword puzzle in order to have your puzzle get published and for you to get paid!

Setup

The first player is the player who most recently read a physical newspaper. Any ties are decided by the first player. Give the first player the first player token. All players should collectively agree on a theme for the words created during the game. A list of theme ideas is provided at the end of the rules. The game takes place over a number of rounds: 5 rounds for a 4-player game, 6 rounds for a 2- or 3-player game, and 7 rounds for a solo game.

Number of Players	Rounds
1	7
2 – 3	6
4	5

Place the round tracker marker on the round tracker board. Each round, you will move this marker as time runs out for you to create the best crossword puzzle!
Now it's time to prepare the boards!



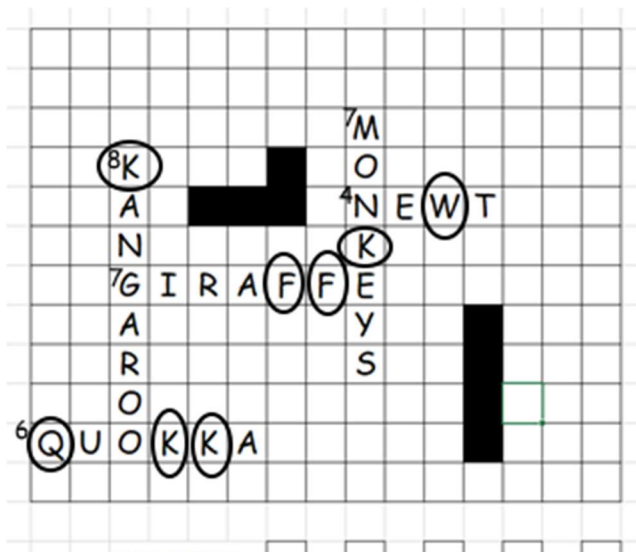
1 Joe, Joyce, Rick, and Wilda are playing a 4 player game. Joe passes his Crossword Grid Player sheet to the right and Joyce blacks out four squares. Then he passes it left and Rick blacks out four squares. Joe is now ready to play!

Ready to play!

On a player's turn, they first roll all 12 dice. The active player may use the pips on any of the 12 dice (including the shared dice) in any combinations to create a single word (or phrase), using the included Alphabet Chart Key to convert numbers into letters. In a 2-4 player game, all other players may utilize the four black dice (shared dice) to add a word of five letters or less to their own board. When utilizing the shared dice, players should call out the word they are adding to their board as quickly as possible in order to claim it. Other players may not use that same word on their own boards. The non-active players are not required to write a word during other players' turns, but it is an easy way to earn a few extra points,

obtain rarer letters, and possibly increase a board's total continuous line of blocks for end-game scoring.

All players will write their chosen word onto their board, one letter per box, in normal crossword fashion (so the word can be read either left to right or top to bottom). After the first word has been placed, subsequent words must connect to an existing word, but any shared letters do not need to be "paid for" with a die/dice. This is how a five-letter word would be possible when utilizing only four dice.



2 Joyce was able to spell the word, "Quokka" during her turn of a game with an animal theme. To make scoring easier, she circled each of the rare letters used, and noted the number of letters in the top left of each words first square.

Penalty Boxes: Players should try to create words and/or phrases that fit the game's theme, but if they choose to write something that does not fit the theme, they must cross off one of the penalty boxes at the bottom of their sheet. They may do this a maximum of five times per game. If all penalty squares are crossed out, players may then only write words/phrases pertaining to the theme. The group may collectively decide whether a word/phrase fits the theme or not. If opinions are split equally, the active player breaks ties (even for their own word/phrase).

Help Tokens: Players start the game with three help tokens. The active player may utilize a single token to reroll dice. In a solo game, any number of the 12 dice can be rerolled, in a 2-4

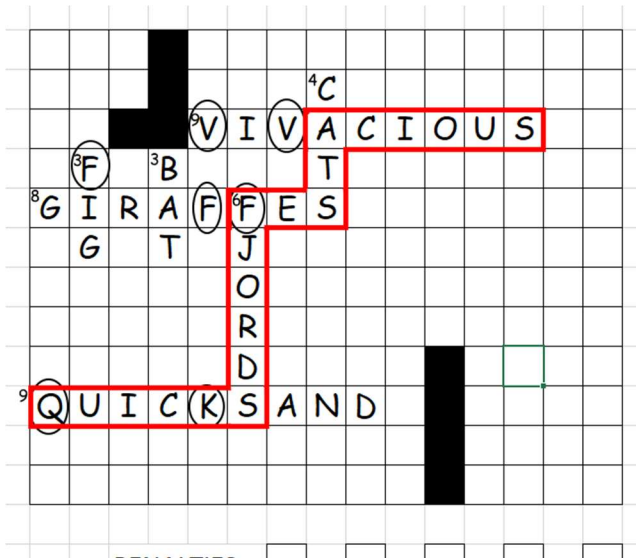
Note: The same word may not be used more than one time in a game, even by multiple players. This includes variations of the same word such as plurals, adding "-ing" to a verb, etc.

player game, only the eight white dice (private dice) can be rerolled. When a reroll is used, the help token is discarded from the game. In a 2-4 player game, help tokens can also be spent to write a word suggested by another player (suggestions should only be given when asked). When a suggestion is used, the token is passed to the player who gave the suggestion. Unused help tokens are worth 2 points each at the end of the game. Multiple help tokens may be used in a single turn.

Blacking Out More Squares: At the beginning of rounds 2 & 4 (and 6 in a three-or-less player game), the players should black out additional squares on their opponents' boards. Two orthogonally adjacent squares should be blacked out during this action. At the beginning of round two, players do this to the player on their left; at the beginning of round four, they do this to the player on their right, and at the beginning of round six (when playing with three or less players) they will again do this to the player on their left. In a solo game, this is an optional action that a player may do to their own board to increase the difficulty. The squares may not be adjacent to already blacked out squares (either orthogonally or diagonally).

Game End

The game ends at the end of the 5th, 6th, or 7th round depending on the number of players.



3 For the continuous line score, this board would get 20 points as that the highest number of squares that can be connected by a single line.

Scoring:

+1 point per square in longest continuous line of squares (see example)

+1 point for each Rare letter used (Tip: circle rare letters as you add them to your board for easy counting later)

+3 points for each word/phrase containing 4 or fewer letters (no max)

+4 points for each word/phrase containing 5-6 letters (max of 2 words for 8 points total)

+5 points for each word/phrase containing 7-8 letters (max of 2 words for 10 points total)

+6 points for each word/phrase containing 9 or more letters (max of 2 words for 12 points total)

+2 points for any remaining help tokens

-3 points for each penalty square that has been crossed out for non-thematic words (max of -15)

In a 2-4 player game, the player with the highest score wins.

In the case of a tie, the player who used the rarest letters wins. If still tied, the player with the longest continuous line of squares wins. If still tied, players share the victory.

In a solo game, your score determines your level of expertise:

<55 Growing Grammarian

56-70 Learning Linguist



71-85 Wondrous Wordsmith



86+ Champion Cruciverbalist!

List of theme ideas:


- Books
- Song Titles
- Occupations
- Famous Inventions
- Brand Names
- First Names
- Cartoon Characters
- Fictional Creatures
- Board Games
- Video Games
- Nature
- Holidays
- Food Items
- Colors
- Shapes
- Animals
- Emotions
- Body Parts
- Periodic Table Elements
- U.S. States
- Countries

Alphabet Key Chart



Vowels: A E I O U Y –  (5) or  (6) or **7**



Common: R S T L N D –  (3) or  (4) or **8**

Uncommon: B C G H M P – 2  or **9** or **10**

Rare: F J K Q V W X Z – 1  or **11** or **12**

Alphabet Key Chart

Vowels: A E I O U Y –  (5) or  (6) or **7**

Common: R S T L N D –  (3) or  (4) or **8**

Uncommon: B C G H M P – 2  or **9** or **10**

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ROUND TRACKER:

1

2

3

4

5

6

7

(Black out 2 squares on left)

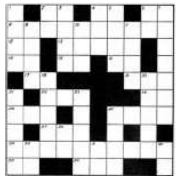
(Black out 2 squares on right)

(Black out 2 squares on left)

(4 players)

(2-3 players)

(solo)



Cut out the track above and this tiny crossword puzzle round track marker to keep track of the rounds of the game. Move the round track marker each time it is the first player's turn (or every turn in a solo game).



Cut out this newspaper to use it as the first player token.

Help Tokens:



PENALTIES

PENALTIES

PENALTIES

PENALTIES