# Rules for *MARK MY WORDS*

## THE Word Search Roll & Write

## Object of the Game

Make a great word search for your partner to find lots of words. Score both for the words you found as a Finder and for the words found on the grid you built.

## Preparation

Each player gets a sheet and a pen.
Agree upon a resource to validate words. Suggested: paper dictionary or Dictionary.com.
Put the timer in the center of the table where everyone can reach it.

**Players and Time:**

- All ages
- 3–30 players
- 15-20 minutes

**Components:**
8 letter dice, player sheets, pens

## Quick Start

Each player write your own name on your sheet as Builder. Also write the name of your Finder (player to your left) on the bottom.
Select a player to roll letter dice. Select 2 random dice and roll them.

Recommendation for 5+ players: Person drawing letters should track the letters rolled on a separate sheet.

## Builders Make their Word Search

- The player chosen to roll chooses 2 random dice at a time and rolls them where all can see.
- All players write each of those 2 letters in any space of their Grid.
- The used dice are placed aside and 2 different dice are randomly selected and rolled, with their letters being written in different open spaces.
- Repeat until all of the dice have been used. Ask players to check that they each have 8 letters written in their grid.
- Shake all the dice then randomly select 2 to roll.
- Repeat until all 8 dice have been used. Ask players to check that they each have 9 open spaces in their grid.
- Shake all the dice then randomly select 2 to roll.
- Repeat until all 8 dice have been used.
- For the final space on the Grid, roll ALL the dice, and each Builder may choose any letter from those rolled to place in their last open space.

When a die shows letters with a slash, such as X/Z, each Builder may choose either letter to add to their Grid (e.g., X <u>or</u> Z).

Note: "Qu" should be written in a single box, but it will score as 2 letters later during scoring. (If used in a word that shows Up or Backwards, Q still comes before U.)

**Build Grids:**
- Roll 2 dice; all write those letters on their Grid
- When a die shows 2 letters, each may choose either letter
- Qu: put both Q and U in same square; counts as 2 letters
- Repeat until 1 square left
- Last Square: Roll all dice and each player pick 1

No erasing. Once you write a letter in a box, it's stuck there. Exception: fixing an error that would mess up the Grid, such as an unreadable letter.

| Builder: AMY | Builder: BOB | Builder: DAVE | **Example:** |
|---|---|---|---|
| (grid with A, C) | (grid with A, C) | (grid with A, C) | Letters A and C were drawn first |

Top row grids:

**Builder: AMY** — grid containing: A (row 2), C (row 4)

**Builder: BOB** — grid containing: A (row 1), C (row 2)

**Builder: DAVE** — grid containing: A (row 2), C (row 3)

**Example:**
Letters A and C were drawn first

**Example:**
All letters rolled and
Grids filled in

Filled grids:

**Builder: AMY**
```
E  E  L  F  D
Qu A  R  T  I
Z  E  P  U  M
L  O  S  E  C
Y  N  I  T  V
```

**Builder: BOB**
```
T  Z  R  E  D
I  L  A  L  I
N  E  V  O  C
Y  F  E  M  U
Qu E  S  T  P
```

**Builder: DAVE**
```
E  T  V  Y  Qu
L  M  A  I  L
I  R  T  F  O
C  E  S  E  U
E  P  Z  N  D
```

# Finders Write Words

Each player flips over their sheet and passes it face down to the player on their right, who will be their Finder.

When all players are ready, all players flip their sheets.

Everyone starts writing words found on the Grid into the Words areas of their sheets. Try to write clearly but quickly.

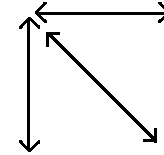Find words horizontally, backwards, up, down and diagonal.

When a player feels finished, s/he may flip the timer. Other players continue to search until the timer ends, but the player who flipped it must watch the timer and may not write any more words.

Everyone must stop writing when the timer ends.

Each player then passes the sheet to the right, to a different player who was neither the Builder nor the Finder for that sheet. That player will do scoring for the sheet.

**Find Words:**
- Pass sheet to right
- Write words on sheet
- Any player may flip timer
- All stop writing when timer ends

# Valid Words

Only words that appear in your selected Resource (see Preparation above) are valid.

No proper nouns; if it requires a capital letter it is invalid.

No punctuation (no contractions, apostrophes, hyphens, periods, or other symbols).

No acronyms or abbreviations. No foreign words unless commonly used in English.

If a word appears within another word, both may be counted if they are both written separately on the list.

Multiple forms of a word (singular/plural, past/present tense) may be counted if they are written separately on the list.

Two different words with different meanings but same spelling (e.g., tear as in weeping, tear as in rip) are only counted once. If a word is written twice on the list, count it once.

The player who wrote a word must be able to describe the general idea of the meaning of a word, not just know it's in the dictionary (e.g., "it's a kind of bird" is OK, but "it's a noun" is not).

Scorer should give Finder a chance to defend their word; if Scorer doesn't see it on the Grid, ask Finder to show where it is.

If Scorer feels a word is invalid, Finder should get a chance to define it before looking it up in the agreed-upon Resource.

If the word does not appear in the Resource with a similar definition to what the Finder meant, the word is invalid and will score -1.

Scorer should cross out any invalid words and mark them in the applicable row.

- Mark number of valid words for each length
- Possible invalid: ask Finder where found and/or what it means
- Validate with agreed Resource

Example from Amy's Grid above:

```
E  E  L  F  D
Qu A  R  T  I
Z  E  P  U  M
L  O  S  E  C
Y  N  I  T  V
```
Words

| ART | FLEE | QUART |
| NIT | QUEST | LOSE |
| EEL | CURE | DIM |
| ELF | OPT | EON |
| TIN | APE | TINY |

## Neutral Players Validate and Score

Each sheet should be passed to a player who was neither Builder nor Finder for that sheet; this player will calculate the score for the sheet.

Count the number of words of each length (3 letters, 4 letters, 5-6 letters) and mark the number the appropriate row of the "# words by size" column.

If Scorer suspects a word of not being in the Grid or being an invalid word, ask the Finder where they found it and/or what it means.

Scorer should draw a line through any invalid words (either not on the Grid or not in the dictionary). Note: If using Dictionary.com, proper nouns are listed but with a capital letter. So only score nouns that do not need to start with a capital letter.

Invalid words crossed out by the Scorer will score -1 each.

After marking all words, multiply the number of marks by the multiplier shown and put that total in that row's Score space.

Then total up the Score column to "Total This Sheet."

All players pass sheets back to their Builders.

Each player enter your Finder score (from the other sheet) onto your own Builder sheet.

Then add to get a final total. High score wins; tie scores share the win.

Example:



### Scorer:

- Validate words
- Each row = number of words X score per word
- Add up total for sheet
- Pass back to Builder



Wipe all of the sheets clean at the end of each game.

## Optional Leftovers

Use this option if Builders want to score extra for unfound words. After the timer ends, but before scoring, each player pass the sheets back to the original Builder who made the word search. Flip the timer, and each player may write additional words not found by their Finder, keeping them separate from the words written by the Finder. All players stop writing when the timer ends. Each word found during leftovers scores 1 point.
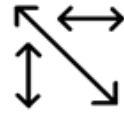
**Builder Name:**

Words

**Reminder: Write in CAPS**

⬉ ⬌
⬆ ⬊

### Scoring

| # Letters | # words by size | | Score |
|---|---|---|---|
| 3 Letters | | X 1 | |
| 4 Letters | | X 2 | |
| 5 - 6 Letters | | X 3 | |
| Invalid Words | | X -1 | |
| Builder Total | | + | |

| | | |
|---|---|---|
| Finder Total | + | |
| Grand Total | = | |

More Words

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**Builder Name:**

Words
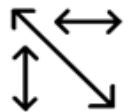
**Reminder: Write in CAPS**

⬉ ⬌
⬆ ⬊

### Scoring

| # Letters | # words by size | | Score |
|---|---|---|---|
| 3 Letters | | X 1 | |
| 4 Letters | | X 2 | |
| 5 - 6 Letters | | X 3 | |
| Invalid Words | | X -1 | |
| Builder Total | | + | |

| | | |
|---|---|---|
| Finder Total | + | |
| Grand Total | = | |

More Words

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**Finder Name:**

In US dictionary, know the meaning

Proper nouns, punctuation, acronyms, abbrev.

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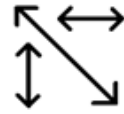
Proper nouns, punctuation, acronyms, abbrev.

| A | E | I | O | U | Y |
|---|---|---|---|---|---|
| A | E | I | O | E | Y |
| A | E | I | O | U | A |
| R | S | T | L | N | S |
| G | M | H | R | S | T |
| B | P | W | L | N | S |
| C | D | F | R | T | N |

V/Qu  J/K  E/O  X/Z  Y/I  U/A

**Builder Name:**

**Reminder: Write in CAPS**

Words

## Scoring

| # Letters | # words by size | | Score |
|---|---|---|---|
| 3 Letters | | X 1 | |
| 4 Letters | | X 2 | |
| 5 - 6 Letters | | X 3 | |
| Invalid Words | | X -1 | |
| Builder Total + | | | |

| Finder Total + | |
|---|---|
| Grand Total = | |

More Words

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**Finder Name:**

In US dictionary, know the meaning

Proper nouns, punctuation, acronyms, abbrev.