

Lucas Gerlach

WORD ROLLER



🕒 30

👥 2-6

👤 12+

When you're a Word Roller, where you write your words matters. Make words from shared letter-dice, placing words to gain advantages and points.

Can you prove you're the best Word Roller?

Components

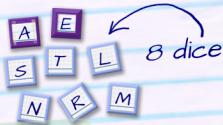


6 game cards

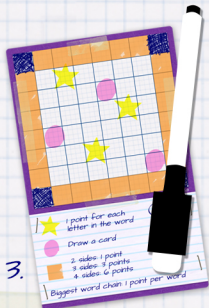
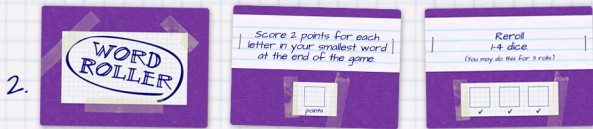


6 markers

18 advantage cards



SETUP



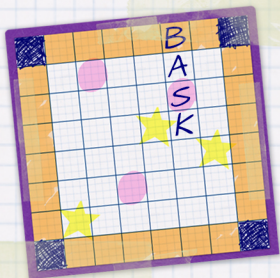
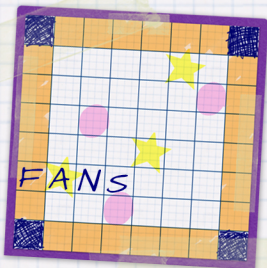
1. Place the dice in the middle of the table.
2. Shuffle the advantage cards, and place them on the table. Turn two of the cards face-up.
3. Give each player a marker and a game card. Choose one side of the game card to use and place this face-up.
4. The player with the longest name is the first roller.

GAMEPLAY

ROLL: Each turn, the roller rolls the dice. Players with advantage cards affecting dice rolls should use these now.



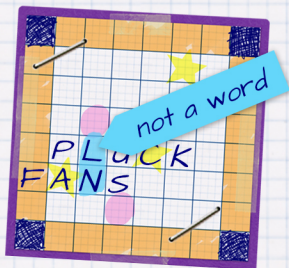
WRITE: Using the letters on the dice, all the players simultaneously write down one word on their game card. Words may be written vertically or horizontally.



When writing the word, a player may choose to cross another word, using a letter in that word even if that letter was not rolled this turn.

T
R
BANISH
P

All adjacent letters must make a word. Words must be spelled correctly and may not include proper nouns (names) or foreign languages.



If you write a letter on a pink circle, immediately claim a face-up advantage card. (If two players want the same card, the one who most quickly claims the card is the one who receives it.) Replace the card with the next card from the advantage card deck.



CRAFT

Words written over yellow stars will receive 1 point for each letter in the word at the end of the game.

4 letters
4 points

G
R
I
N

CLEAN UP: Check to make sure that this turn's words have been spelled correctly. If a player misspelled a word, they must erase it. Then, the player to their right gives them a 2 or 3 letter word (using the letter dice) that they must write instead.

Any player who needs to fill in information on an advantage card should do so.

The player to the left of the previous roller rolls the dice and play continues.

ADVANTAGE CARDS

Draw an advantage card when you write a letter on a pink circle. These cards will give you abilities, hinder your opponents, or grant you scoring methods. When using a card, mark the card's square(s) with your marker as indicated below the square(s).



TYPES OF CARDS:

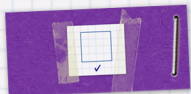
- 1 Letter Box: Immediately write 1 letter in this box and follow the directions.



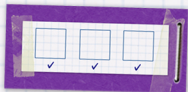
- 1 Point Box: At the end of the game, fill this in with the appropriate amount of points.



- 1 Check Box: Use this once. Then set it aside.



- 3 Check Boxes: Each time you use this, draw a check in a box. You may take the action 3 times.



GAME END

END-OF-GAME CONDITIONS:

The game ends after the sixth turn.

WINNING: At the end of the game, players find how many points their words have earned. (See how to score on the next page.) The player with the most points wins.

Ties are broken by the player who has the longest word. If this does not break the tie, the winner is the player who wrote the most letters.

SCORING: When scoring, total the following..

a. Score 1 point for every letter in words that include a star.

The same star may be in more than one word.

b. Score points based on how many orange sides have letters written in them.

(Three letters in one side only count as one side.) Your game card shows how these score.

c. Find your longest chain of words.

Score 1 point for each word in this chain.

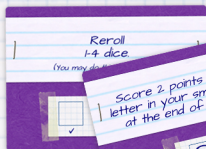
d. Some advantage cards earn you points. Score points for these.

$$\begin{array}{r} 17 \text{ (a)} \\ 6 \text{ (b)} \\ 4 \text{ (c)} \\ + 8 \text{ (d)} \\ \hline 35 \text{ (total)} \end{array}$$



★ 1 point for each letter in the word
● Draw a card
■ 2 sides: 1 point
■ 3 sides: 3 points
■ 4 sides: 6 points
Biggest word chain: 1 point per word

WORD ROLLER



Score 2 points for each letter in your smallest word at the end of the game.

8 points

NOTES

BEFORE YOUR FIRST GAME

Place the letter stickers on the appropriate blank dice. The sticker sheets list which letters go on which dice.

2-PLAYER GAME

There are two copies of each advantage card. Place one copy of each advantage card back in the box.

NUMBER DIE

The included number die may be used to count down the six turns until the end of the game.

USING A TIMER

You may choose to use a timer (not included) to help ensure players finish their turns in a reasonable time.



Gerlach Games

Lucas Gerlach, ©2020



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2-6 players • 30 minutes • ages 12+

This is the high-color print-and-play version of Word Roller. Thanks for giving it a try!
If you would prefer the low-color version, you can find it here: <http://bit.ly/2FzEfCg>
If you would like to buy a really nice copy, look here: <http://bit.ly/2T4QKhg>

I would love to hear your feedback. My email is lgerrlach@yahoo.com
and my Facebook/Messenger id is Gerlach.Games

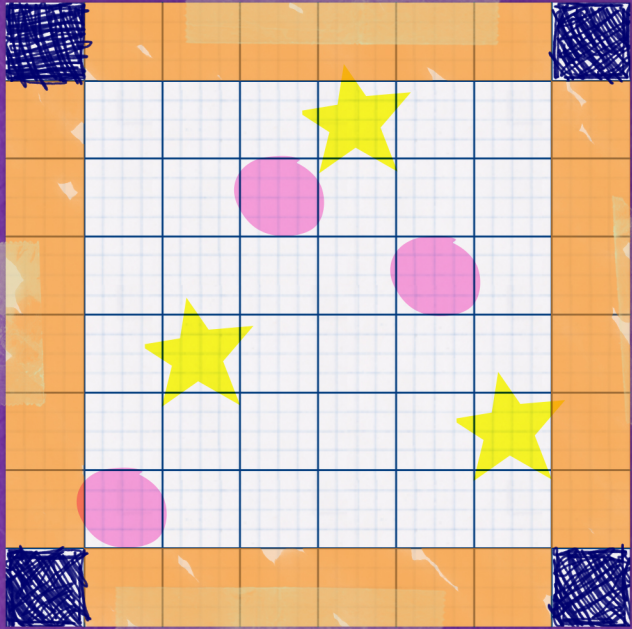
Before you play your first game...

1. Download the rules at <http://bit.ly/305Y79F>
2. Gather enough dry erase markers and/or pencils for each player (up to 6).
3. Print...
 - A. Print pages 2-9 back-to-back on cardstock.
 - B. Print page 10 (the page with dice stickers) on sticker paper.
4. Prepare the game cards and advantage cards.
 - A. Cut out the game cards and the advantage cards.
(Round the corners to make them look nicer.)
 - B. Laminate the advantage cards or place them in card sleeves
to provide stiffness and allow you to write on them with dry-erase markers.
 - C. Laminate the game cards so that you can use them with dry erase markers.
5. Prepare the dice.
 - A. Get 8 six-sided dice (preferably 2 purple and 6 blue, but any colors will do).
 - B. Cut out the sticker labels and place them on 8 dice according to the instructions.

(Alternatively, you could virtually roll dice by doing the following...

Download the 'Custom Image Dice' app onto your Android device: <http://bit.ly/2FqKs3B>

Then, import the following dice set: <http://bit.ly/37LFytX>)



12

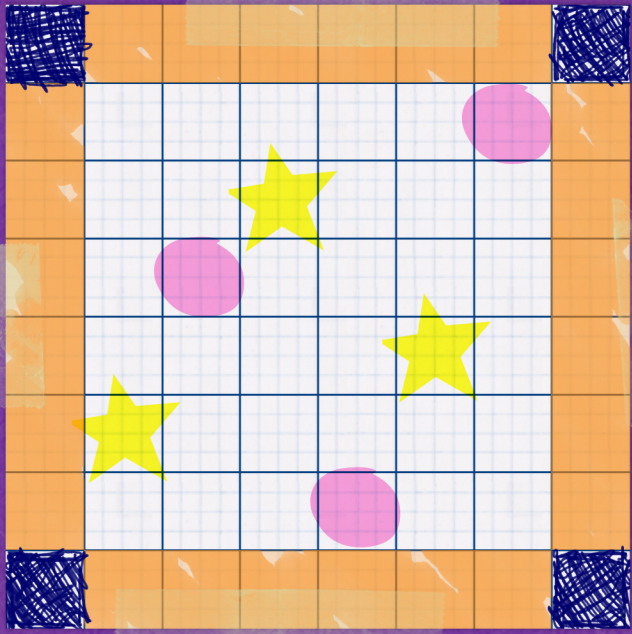
WORD ROLLER

1 point for each letter in the word

Draw a card

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- 3 sides: 3 points
- 4 sides: 6 points

Biggest word chain: 1 point per word



24

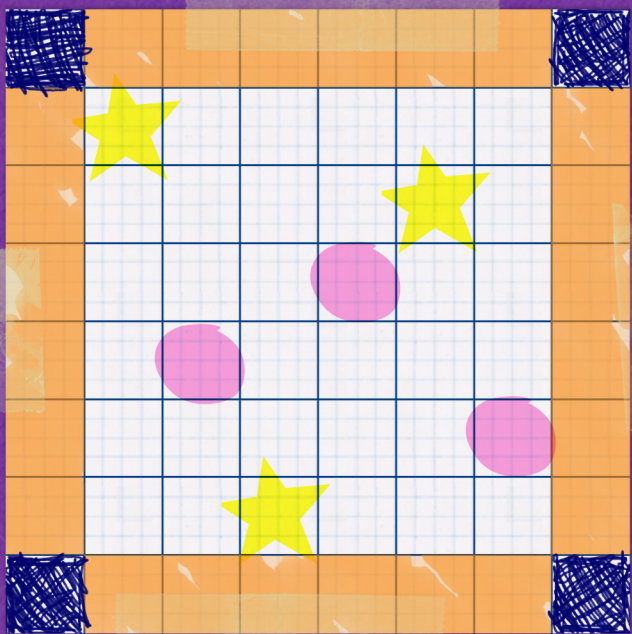
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36

WORD ROLLER

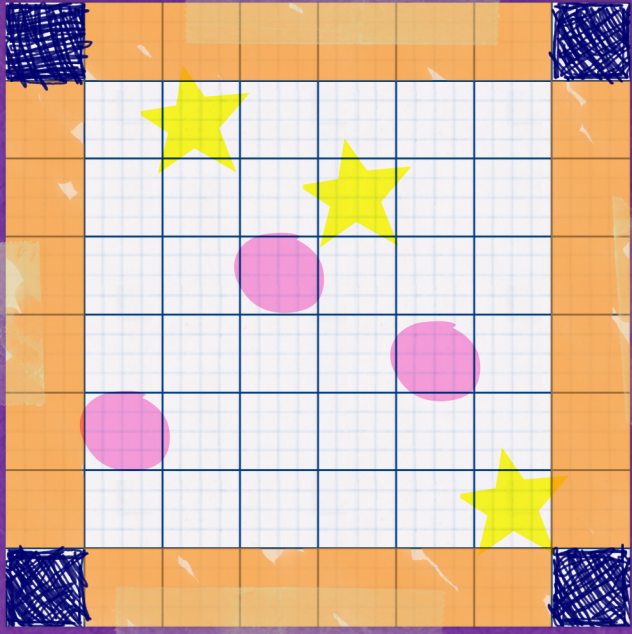
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40

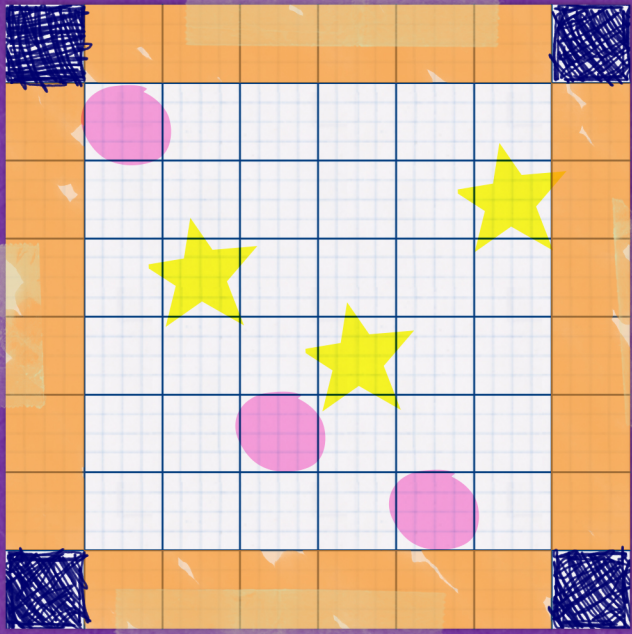
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50

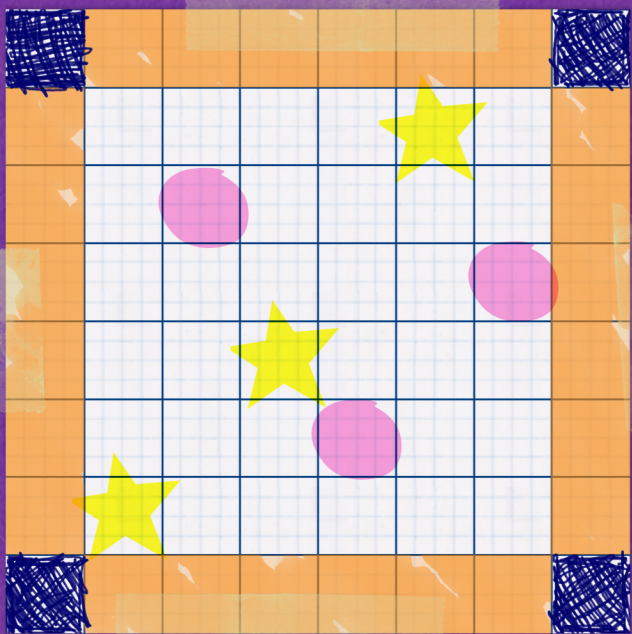
WORD ROLLER

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Biggest word chain: 1 point per word



60

WORD ROLLER

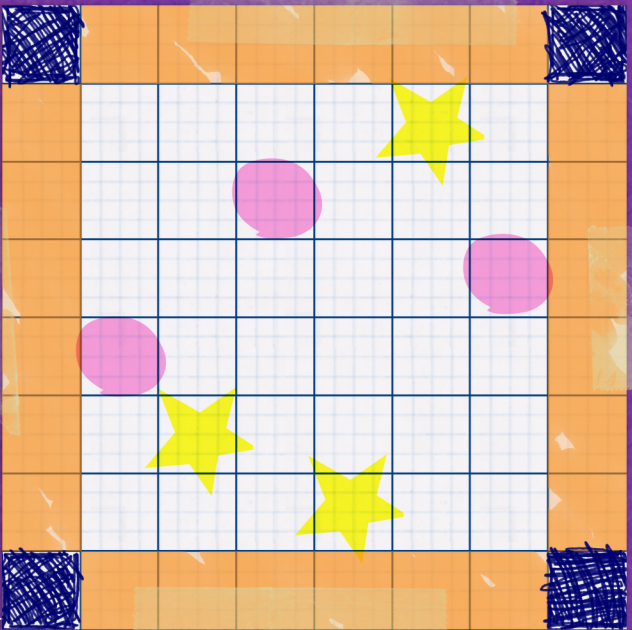
1 point for each letter in the word

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- 4 sides: 6 points

Biggest word chain: 1 point per word





6b

WORD
ROLLER



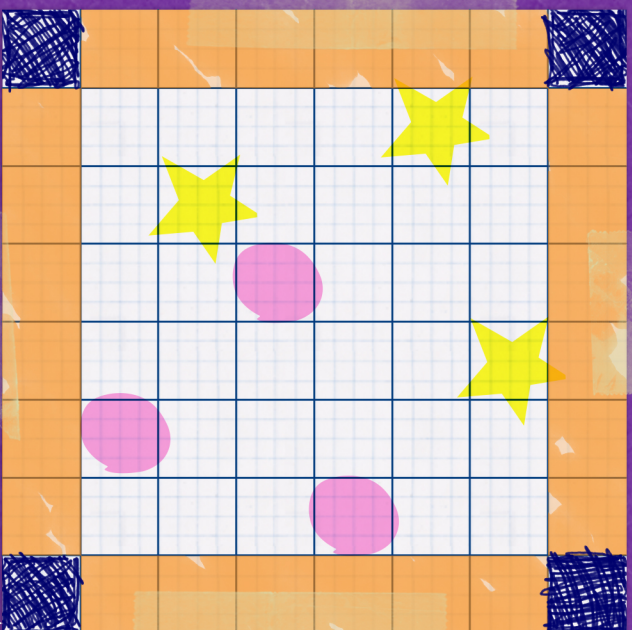
1 point for each
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Draw a card

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- 4 sides: 6 points

Biggest word chain: 1 point per word



5b

WORD
ROLLER



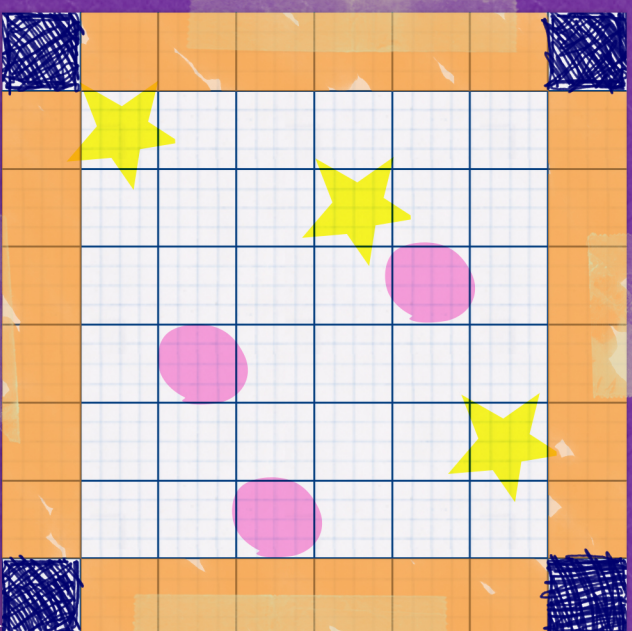
1 point for each
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Draw a card

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- 4 sides: 6 points

Biggest word chain: 1 point per word



4b

WORD
ROLLER



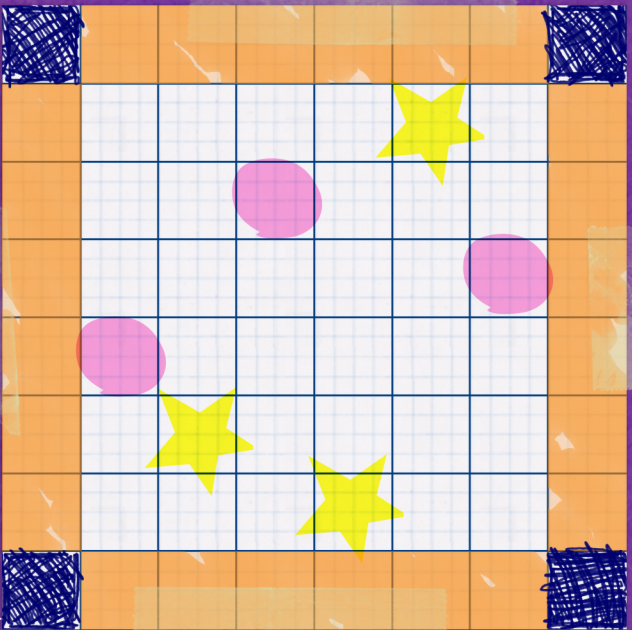
1 point for each
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Biggest word chain: 1 point per word



6b

WORD
ROLLER



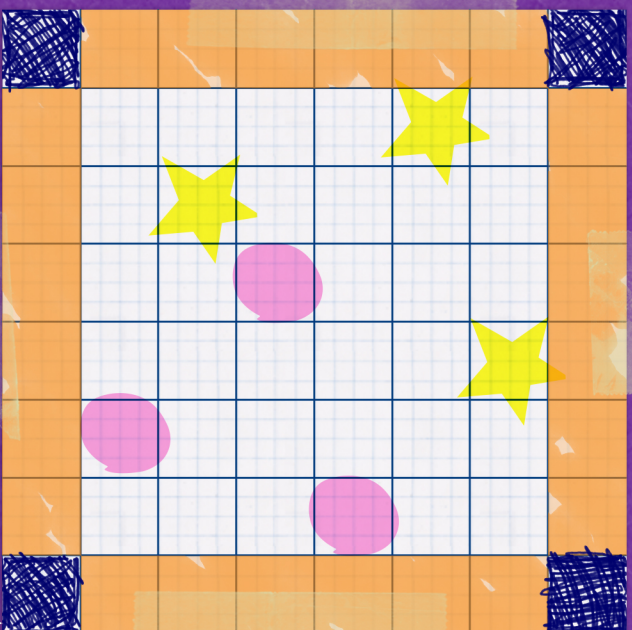
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5b

WORD
ROLLER



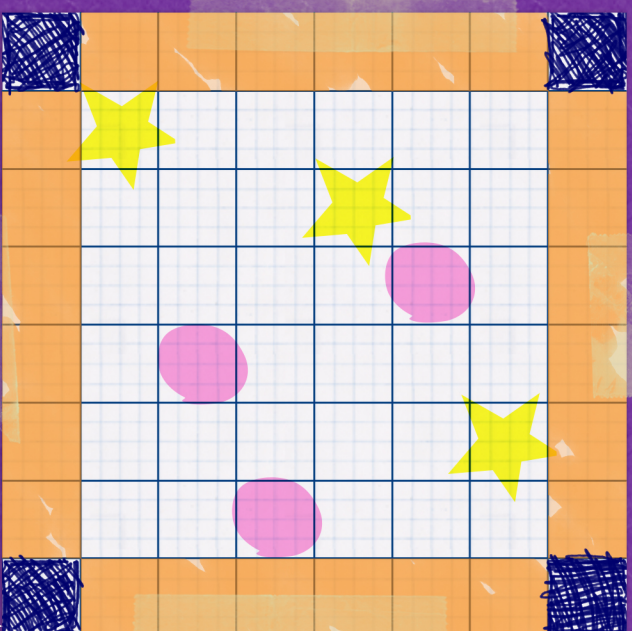
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4b

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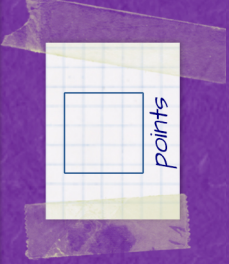
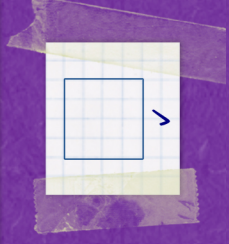
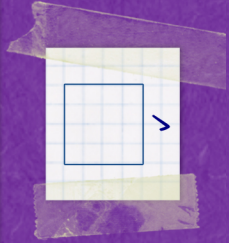
WORD
ROLLER

WORD
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Choose 1 word that another player wrote this turn. Write it on your game card.

Write 2 words after 1 roll.

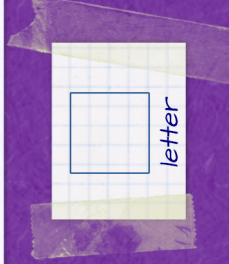
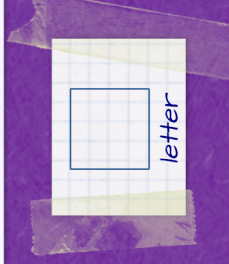
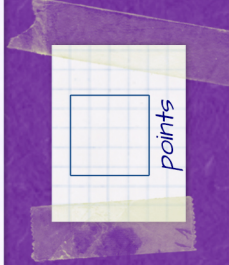
Score 2 points for each letter in your smallest word at the end of the game.



Score 1 point for each letter in your biggest word at the end of the game.

Write 1 consonant. Get 1 point each time it is written.

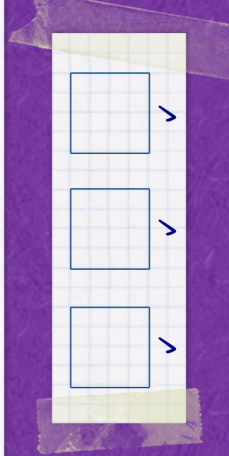
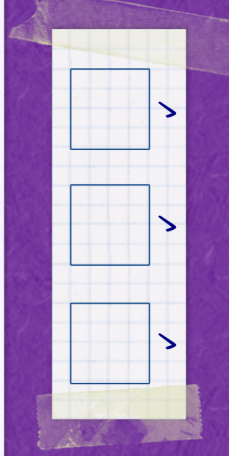
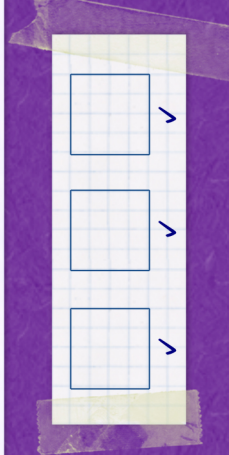
Write 1 letter. You may always treat this letter as if it was rolled.



Use 1 letter twice in a single word. (You may do this 3 times.)

Place 1 die on the side you choose. (You may do this 3 times.)

Reroll 1-4 dice. (You may do this for 3 rolls.)



WORD
ROLLER

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ROLLER

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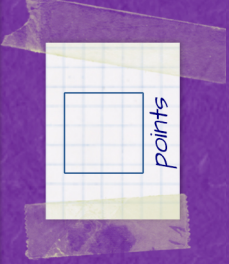
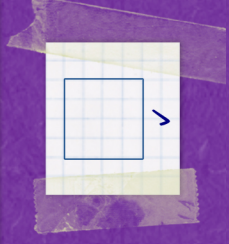
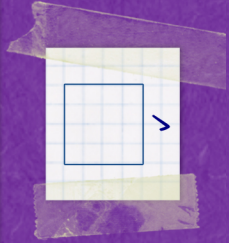
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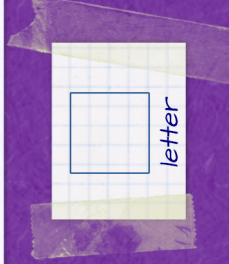
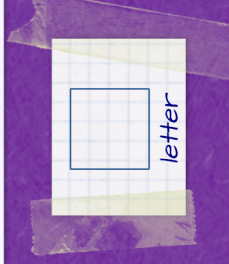
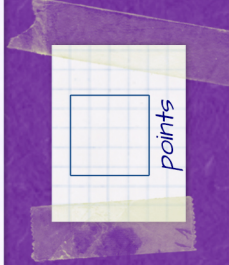
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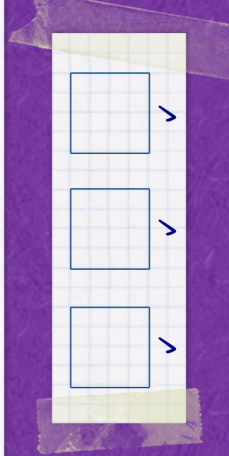
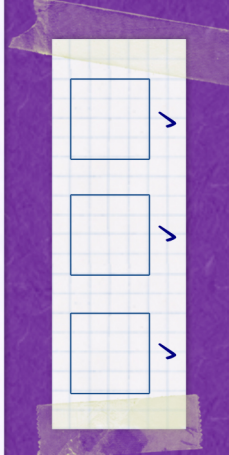
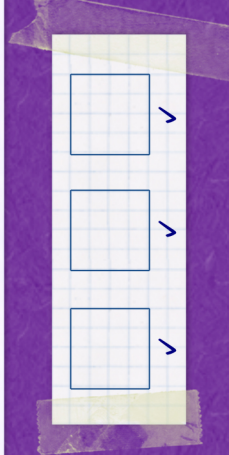
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Reroll 1-4 dice. (You may do this for 3 rolls.)



Die 1
A E I
O U A

U	O	I	E	A	A
---	---	---	---	---	---

Die 2
A E I
O U E

U	O	I	E	E	A
---	---	---	---	---	---

Die 3
T N H
C Y V

Y	V	T	N	H	C
---	---	---	---	---	---

Die 4
T S D
M W X

X	W	T	S	M	D
---	---	---	---	---	---

Die 5
T R L
M P K

T	R	P	M	L	K
---	---	---	---	---	---

Die 6
N S L
F Y Q

Y	S	Q	N	L	F
---	---	---	---	---	---

Die 7
N R D
C G Z

Z	R	N	G	D	C
---	---	---	---	---	---

Die 8
S R H
F B J

S	R	J	H	F	B
---	---	---	---	---	---