

Award-Winning Game!

Ages 10 and up
2-4 players or teams

WORD SWEEP!

A Game Where One Word Leads to Another!



CONTENTS

- 3 Card Decks (Purple, Teal, Red)
- 4 Book Tokens
- 1 Paper Pad, 4 Pencils
- 1 Game Board
- 1 Custom Numbered Die
- 1 Timer



OBJECT

A “word sweep” is three consecutive words from a Merriam-Webster dictionary:

- Word 1 →
- Word 2 →
- Word 3 →

door /dɔːr/ *n.* 1: a usually swinging or sliding frame or barrier by which an entrance (as into a house) is closed and opened 2: a part of a piece of furniture like a house's door 3: DOORWAY

door-man /ˈdɔːr-mən, -mən/ *n., pl. door-men* \-,men/ : a person who tends a door of a building

door-step /ˈdɔːr-stɛp/ *n.* : a step or a series of steps before an outer door

door-way /ˈdɔːr-wə/ *n.* : the opening or passage that a door closes

The object of the game is to make “word sweeps” and be the first to reach “finish” on the game board. Think fast because the timer is running, and opponents are looking to “steal” any missed words. The more words guessed correctly, the faster players advance on the game board to win!



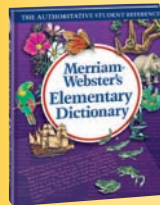
SETUP

Each player (or team) chooses a Book Token and places it on “start.” Each player receives a pencil and a sheet of paper. The player with the closest upcoming birthday goes first. Play proceeds clockwise.



YOUR TURN

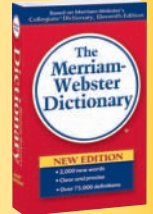
1. Announce which card color you want to play:



Purple Cards =
Everyday
Words



Teal Cards =
Intermediate
Words



Red Cards =
Challenging
Words



2. The player to your right draws your selected card color and reads aloud:

- The “First Letter”
- The 3 definitions (Note: Do not say the answers printed next to the definitions!)

After reading the card, the reader flips the timer.

3. Now try to correctly guess the 3 words on the card, remembering that they are consecutive in a Merriam-Webster dictionary.

- Only 1 guess per word!
- Guess out loud!
- Opponents may “steal” only after you have answered. (See “Steal Rule” on next page.)



4. After you make your 3 guesses, the card reader reveals *how many* words you got correct:

- Correctly guess 1 word, move 1 space.
- Correctly guess 2 words, move 2 spaces.
- Correctly guess all 3 words, that's a "word sweep!" Now move:
 - 3 total spaces for a Purple card
 - 4 total spaces for a Teal card
 - 5 total spaces for a Red card

DID YOU MAKE A "WORD SWEEP"?

If so, you must choose a higher card level on your next turn. For example, if you "sweep" a Purple card, you must play Teal on your next turn. If you "sweep" a Red card (the highest card level), you stay at Red for your next turn. Any time a player does not correctly guess all 3 words on a card, that player drops down a card level on their next turn.

COMPLETELY STUMPED? THEN ROLL THE DIE!

No guesses for any of the 3 words during your turn? Then roll the numbered die. By rolling the die, you could advance as many as 2 spaces. You can choose to "roll the die" at any point during your turn – provided that you have not made any guesses for any words on the card. If you roll a "1" or "2", your opponents are blocked from "stealing".

WHAT'S A "SUPER SWEEP"?

Some cards have special "Super Sweeps", which involve four words! If you answer all four words correctly, you've earned a "Super Sweep". Now move your Book Token one extra bonus space in addition to the normal "word sweep" scoring explained in Section 4.

5. After you make your guesses, or roll the die, your turn is over. Now, play proceeds to the next player (or team).



TO WIN

The first player (or team) to reach the "finish" area on the game board wins! (Note: This game features two-sided cards for double the content! Once you reach the black "End Card" of each deck, just flip the deck to play new words on the reverse side of the cards.)



STEAL RULE

(Optional – requires 3 or more players or teams)

Did you miss any of your words? If so, the opponent to your left (not the reader!) can now "steal" those missed words. Here's the deal:

- If an opponent correctly "steals" a missed word, opponent advances 1 space for each correct guess. If incorrect, that opponent *goes back* 1 space for each incorrect guess.
- If an opponent incorrectly guesses – or if an opponent opts to pass on the "steal" altogether – then the next opponent to the left can choose to "steal" any remaining missed words, and so on.
- Order of play is not affected by "stealing."



JUNIOR RULES

(Optional for ages 10-13)

- Juniors may play the Purple card category throughout the game, even if they make a "word sweep."
- If juniors are playing with adults, juniors earn 4 spaces for making a "word sweep" in the Purple category, instead of the standard 3 spaces.
- If a junior misses a word(s), only another junior may attempt to "steal."

NOTES ON DEFINITIONS: WORD SWEEP! features more than 2,000 word definitions drawn exclusively from Merriam-Webster dictionaries. When compiling three-consecutive-word combinations, certain steps have been taken to enhance game play. Because of space limitations on game cards, the definitions of certain dictionary entries may be truncated. Game cards do not always use the most common definition of each word. Dictionary entries that are abbreviations, symbols, and/or variant spellings of American English words have been omitted.

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