

Letters Rebus

Contents:

15 dice
1x scoring table
1x hourglass
1x dice cup

Goal of the game:

The aim of the game is to make as many words as possible out of the 15 diced letters with the highest possible score.

Whenever possible, this is done as a crossword.

Game preparation:

Before the start of the game, the names of all players are entered on the scoring table. The game can be played by up to 7 people. The points scored by the players during the game are recorded on the scoring table.

Course of play:

The player whose turn it is rolls all 15 dice. Once the dice have been dropped, the hourglass is turned and the time for the player's round counts down. The player can now make words until the sand has completely run through the clock.

It can be decided beforehand whether the clock should be turned once or several times per round.

Whenever possible, the words must be made out of the dice in the form of a crossword. This means that if the player has made the word "dog" vertically, for example, and wants to make another word which also contains the letter „O“, then this must be placed horizontally and the letter „O“ from the already perpendicular word must be included in the new word.

Two of the dice contained have a side with a star on it. The sides of the dice on which the star is shown count as a wild card. The wild cards may be used instead of a letter and can take its numerical value. Each wild card may only be used as one letter per round. This means that if the player assigns the letter "E" to a wild card during their turn, they may only use this as „E“ during this turn. The next time it's the player's turn, they may redefine the wild card. If both wild cards are thrown at the same time, different letters can be assigned to each wild card.

Calculation of points:

Next to each letter on the dice areas there is a number, which indicates the score of each letter. As mentioned earlier, the wild cards take the numeric value of the letter assigned to them during the game round. When a player's turn ends when the hourglass has run out, the points of the horizontally placed words and then the points of the vertical words are added together. The two sums are added together. Now the points of all dice that

have not been used are added together and subtracted from the total points of the horizontally and vertically placed words. If a wild card has not been used, it will not be counted. Through this calculation, the total score of each game round is the result. This can now be entered under the name of the player next to the corresponding game round on the scoring table. If a player has scored minus points during their round, either the minus points can be entered, or the round can be scored with 0 points. The winner is the person who has collected the most points after 10 rounds.

Have fun with Letters Rebus!