

**2-4 Players**  
**Teen to Adult**

# ACROSS WORDS™

## Set-Up & Rules

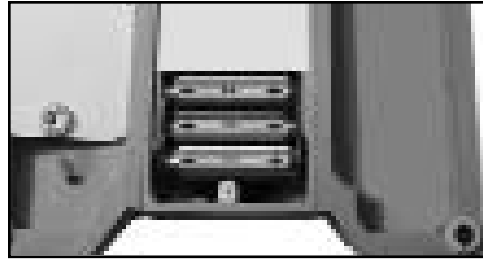


### **ABOUT ACROSS WORDS**

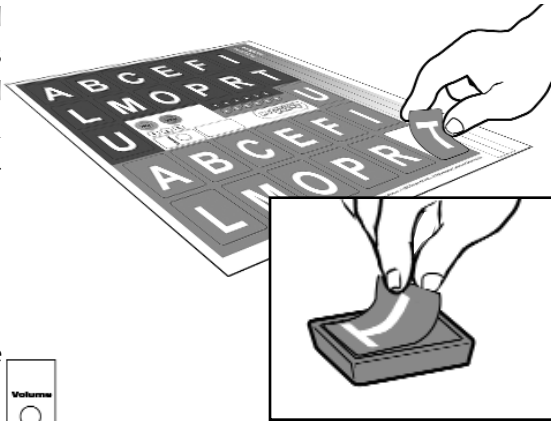
The object of the game is to solve clues and to quickly spell them before the other team. The answer to each clue is a single word. Each card represents a round and has 9 clues. The first team to get 5 out of the 9 correct wins the card. A complete game is three cards and the team winning two cards (rounds) is the winner of the game.

## Set-Up

- 1 Place three AA batteries in the unit (bottom.)



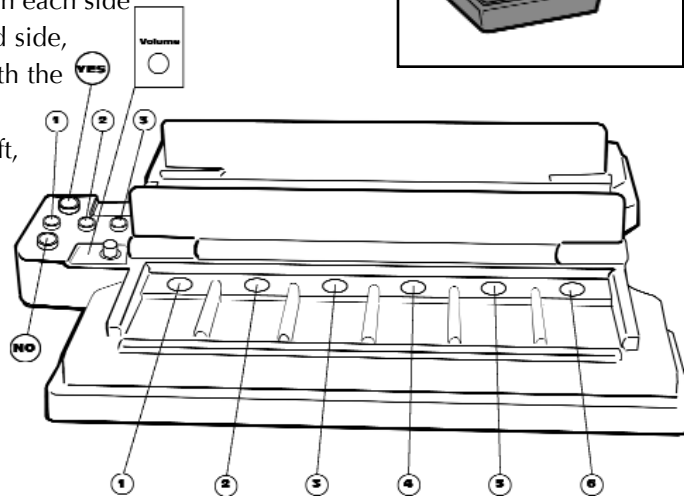
- 2 Remove the label sheet and red and blue tiles. Place the letter labels (A,B,C,E,F,I,L,M,O,P,R,T,U) on the red tiles and blue tiles so that there is a complete set of 13 letters on each colored set of tiles.



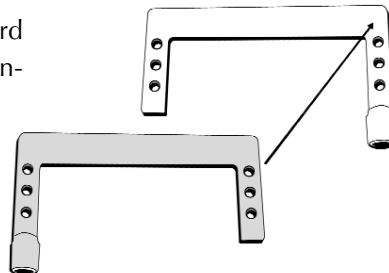
- 3 Number the slots from 1-6 on each side of the unit (red labels on red side, blue labels on blue side) with the color-coded number labels (#1 in the first slot on the left, #2 next to it and so on.)

Label the yellow buttons #1, #2 and #3 and the Yes and No buttons as shown.

Label volume button area.



- 4 Snap the red and blue sides of the card holder together and place it in the center of the unit





Divide up the letters by color and place them on the table in front of the Across Words game unit (red letters near the red side of the unit, blue letters near the blue side.)

The game is played by two teams, Red versus Blue. If more than two players are playing, choose up teams. It is not necessary to have an even number of players on each team. The players on the same team should be sitting near each other with the game on the table between the two teams.

Choose a card. Place it into the cardholder in the middle of the unit so that the card is standing upright (visible to both teams). Each card is identical on both sides so each team is reading the same clues, AT THE SAME TIME. After looking at the card for 5 or 10 seconds (NO MORE) turn on the game. The on button is located at the bottom of the unit. Enter the 4-digit code number by using the yellow number buttons located in the upper right hand corner of the card, for example: 1111.

The answers for all of the clues are ONLY 4,5,or 6 letter words. The words (answers) must be spelled from left to right and the first letter must always go in the number 1 slot.

When both teams are ready after entering the code number, press the YES button. The electronic emcee will first say what number clue you are trying to solve (1 thru 9) and then how many letters are in the answer to that clue (4,5,or 6 letters). All the answers can be spelled with the 13 letters that each team has. There are no duplicate letters. The clues are given in a random order and for every card the order is different. Even the same card played again will give the clues in a new order. You may already know some of the answers, but you don't know which number clue you will be asked to solve. As quickly as possible (IT'S A RACE) each team places the letters in the slots (before the other team) and when finished, each team will quickly pull down their colored lid (red or blue) over their letters. The emcee will acknowledge which team was first and then spell the correct answer, letter by letter. If the team that was first WAS correct, let the emcee know by pressing the YES button and that team will score 1 point. If the team was incorrect, (spelled the word wrong, missing any letters, or has any letters upside down), tell the emcee no by pressing the NO button, and the point will go to the opposite team. The opposing team gets the point even if they have not completed the word or if

they completed the word and also spelled it wrong. THE TEAM THAT IS FIRST MUST GET THE WORD CORRECT TO SCORE, otherwise the point goes to the other team.

### If you're stumped:

Once the emcee tells the players what number the clue is and how many letters are in the answer, it will wait 5 seconds and then announce, for example, the third letter is "E". At this time it assumes that the word hasn't been solved (neither lid has closed) and will give another letter in the answer every 5 seconds. As soon as a letter is given, each team should put that correct letter in the number slot mentioned. The emcee will eventually spell out the entire word for both teams. As this is happening each team is still trying to solve the clue and close the lid FIRST for the score.

### Scoring and Winning:

One point is awarded for each correctly solved word. Whichever team scores five words first wins the round and the card. Choose another card and begin another round. Best of three rounds wins the game.

### Repeating the score:

During gameplay if the emcee announces the score and you miss what he says, you can have the emcee repeat the score by pressing the #1 button.

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