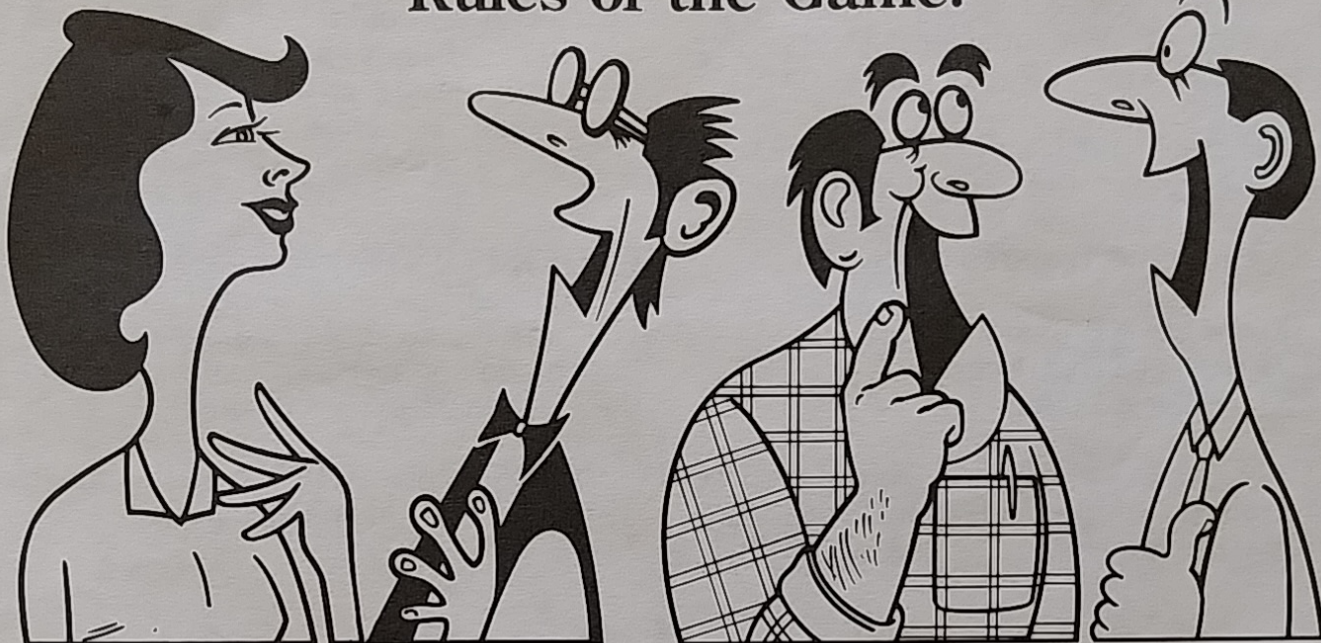


Word-Power™

Rules of the Game.



OBJECT OF THE GAME

To be the first to complete your education and graduate from University. In order to graduate you must pass through the finish square with 300 or more points.

HOW TO PLAY

Each player takes a coloured token.

Play is from left to right.

First player throws the dice and moves the number of squares in their chosen direction.

If player lands on a numbered square another player takes the top card of that pack (i.e. blue square blue pack, green square green pack, etc) and reads out the number of questions according to the number on the square (i.e. landing on a blue square with number 3 on it the player reads out all three questions to be answered).

The correct answer is the one in the BOLD PRINT.

Scoring for answering the questions
If the answer is correct without the defi-

nitions being read out - 10 points (for each correct answer). The player chooses whether to have the definitions or not.

I.e. if three questions are required to be answered and they are all answered correctly without definitions - 30 points. If, however the definitions are required for any question the points for that correct answer is 5 points. A certain amount of latitude should be used in accepting the definitions and the person reading the card decides whether the definition is near enough.

When approaching the end of the game it may be decided to be stricter regarding the definitions.

Bonus cards

Some of the word cards have BONUS CARD printed on them.

First, tell the players they have won a Bonus Card. If the answers are correct the player receives a bonus of 20 extra points.

Quiz cards - the scoring for Quiz

cards is 20 points for correct answer.

Spelling Test – Scoring on spelling test is 10 points for each correct answer.

INCORRECT ANSWERS – No score.

At the start of the game or when entering a new quarter players may choose in which directory they travel.

Players must stay in each quarter until they get the required number of points to leave that “quarter”.

The points required are:

- 50 to leave Primary School
- 100 to leave High School
- 200 to leave College

Only when a player achieves these required number of points can they leave the quarter.

If these points have not been achieved after the player first gets round to the exit square that player must continue round the quarter until the required number of points are obtained.

However the points are accumulating so that when the player does leave the quarter they could well have already accumulated enough to leave the next, thus progressing at a greater rate perhaps than someone who is already ahead.

OTHER POINTS

You may not exit a quarter unless you have the required number of points, but you do not have to actually LAND on the exit square to pass through.

The first player to reach the finish with more than 300 points wins.

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