

TOSSWORDS

If your words are boring, you won't be scoring!



HOW TO PLAY



Each player/team places their 26 letter tiles face-down. A move starts with a random choice of two or more tiles and a toss of the die.

Suppose first that two tiles are chosen. To “retire” the tiles, you must come up with a word that contains both letters, *such that the number of spaces between the letters equals the number shown on the die*. (A toss of “0” means that the two letters must be adjacent.)

For example, if the chosen letters were C and T and the die produced a 3, then TRANCE, CHART, and even STAGECOACH would all work, because the C and T are separated by precisely three spaces. Players can use the rectangular grid (maximum 12 letters!) and the dry-mark pen to display their answer, as below: (The C and T would then be placed in the grid on the opposite side of this mat.)

	S	T	A	G	E	C	O	A	C	H	
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If more than two tiles are selected (an attempt to catch up or maybe pad your lead!), two must be designated as “key tiles” prior to turning them over, and the resulting word must contain any and all additional tiles. For example, suppose a player selects the tiles F, B, and O, with key tiles F and B. If the die comes up a 2, then all three tiles would be retired via BUFFOON, FORBIDDEN, etc.

If no word can be found, the player’s move is over, the chosen tiles are returned face-down to the pile, and play continues.

The first player or team to retire all 26 tiles is the winner!