

CRASHWORD

AIM OF THE GAME:

Getting the highest number of points by creating the longest words, except if ?!

At the beginning of the game: you have to decide the number of points (maximum 100 points; 1 point per letter).

SET-UP OF THE GAME:

Each player chooses one color for all the game, yellow blue, red black and pink and takes the 2 matching tokens (one for the dozens and one for the units), they're displayed on the wooden grid (the summer).



Roll a color dice to define who will start the game (if the red color is out, the red player will start).



A game play:

The player rolls the 4 color dice which will be jokers, they'll replace any letter which will enable you to create your word.

- If their color isn't out, the next player will play.
- If there are 4 identical colors, the player who has got that color plays a hand, they'll keep the 4 color dice and will roll the alphabetical dice.
- If one dice or more of the player's color is out, these dice will be jokers which will replace any letter to finish their word. Those jokers will be used or not to score more points.

PLAYING:

When the color is out, the player can roll the letter dice, they've got 30 seconds to create the longest word (1 point per letter).

GOLDEN RULE:

You can 'steal' the turn of a player who has just rolled the dice in 2 cases:



- When the 'skull' appears on a dice, the first player says 'crash'



- The first player who can create the word: 'crash' by using the letter dice, the joker can be used too.

For instance, the red player rolls the 4 color dice and gets a red dice, a blue dice and 2 yellow dice. Then, they can roll the 12 dice to create their longest word, they can complete it with their red joker to score more points.

How can another player steal the turn?

3 letters on the dice are C, A, S, the yellow player can use their 2 joker dice to complete the R and H to make the word 'CRASH'. Then, the player will steal the player's roll of dice and create the longest word. A player who can create the word: 'CRASHWORD' by using or not the jokers will win the game right away.

How are the points counted?

One letter = 1 point (joker included)

A three-point penalty if the word doesn't exist, if time is up or if 'CRASH' is wrongly shouted.

If the 'star' appears:



Everybody plays with the player in progress's game (joker included). Nobody moves the dice. Everybody creates their word in their minds in 30 seconds.

The player who has got the longest word gives their points, plays the hand, creates the word and scores their points (the star takes precedence over the skull).

BEGINNER BONUS DICE (DOUBLE COUNTING)

Only a beginner can use the 'easy' dice below when they're playing.

That dice must be rolled when the dice is about to be rolled. The word counts double if it is the used face of the dice.



a common noun



a word starting with a consonant



a word starting with a vowel



an object



a word which has got more than 5 letters



a word which has got less than 5 letters

THE STRAIN DICE:

They are used to weaken a player who's got too many points. As soon as the player shouted 'CRASH' (skull, or the word CRASH is written), they own the strain dice, wherever they are. That dice must be rolled when a player rolls the letter dice. When a strain dice has been used, it doesn't belong to anybody anymore.



THE EXPERIENCED MODE (DIFFICULT):



The word has to end with an 'R'



Free



The word has to end with an 'S'



I'll pass



Only a three-letter word



Don't use a joker

THE EXPERT MODE: (VERY DIFFICULT):



Mime the word



Free



History or geography



Science



Sport



Art

THE CONTENT OF THE GAME:

2 tokens of the 6 colors per player to score all the points, 8 black dice for the consonants, 4 white dice for the vowels, 4 color dice, 1 bonus dice, 2 strain dice, 1 hourglass.

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