

Word WIPEOUT

A RACE TO GET THE WORD OUT!



INCLUDES:



LETTER TILES x26



CATEGORIES x200



SCOREPAD



CHALLENGE FLAGS x12



TIMER

WATCH A VIDEO ON HOW TO PLAY:



OBJECTIVE:

Be the player with the most points after 7 rounds!

SET UP:

1. Place the tiles in a grid around the timer.
2. Place the category cards within reach of all players.
3. Deal each player two challenge flags.
4. Grab a pen or pencil and assign one person to keep score.
5. The player whose first name is the longest goes first.



Note: The letter tiles and category cards both have beginner and advanced sides. Feel free to mix and match! For example, you can play the advanced side of the tiles but choose to play a beginner category during a round.

GAME PLAY

1

READ THE CARD OUT LOUD

The first player selects a card and reads the category, bonus letter and impossible letters aloud to all players. Players may decide to play the beginner or advanced side of the card. Impossible letters are any letters that don't fit within a category and may be removed from the grid to start the round. For example, with U.S. States, there is no letter "Q" in any state name, so you may remove the letter "Q".



2

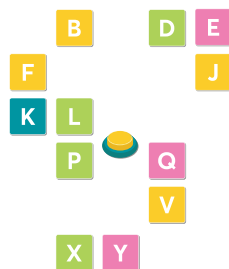
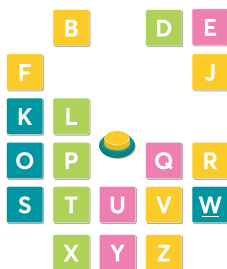
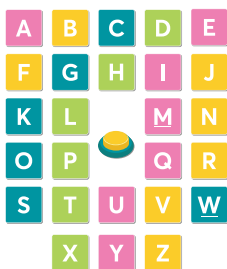
THE WIPEOUT BEGINS

- The first player presses the timer and has 25 seconds to say an answer to the category and then pick up the letter tiles that spell out their answer before time runs out. The player keeps their letter tiles collected until the end of the round.
- Once the first player successfully collects all of their letter tiles, they hit the timer to reset it to 25 seconds. Play continues in the same manner to the next player in a clockwise direction until all the tiles have been collected or no one can play another word within the category. Players may pass at any time if they don't have any more answers to the category by saying "pass" and pressing the timer.
- If a player does not: (i) collect all of the letter tiles to their answer within 25 seconds or (ii) presses the timer without collecting all of the answer's tiles, then opposing players may steal the remaining answer tiles off the grid. Play then continues with the next player.



Note: Players only need to collect letter tiles of their word that have not already been collected. For example, if the category is U.S. States and the first player plays "MICHIGAN", then the second player who plays "WISCONSIN" would only collect the "W", "S", and "O" since the other letters were collected in player one's word.

GAME PLAY



3

SCORE THE ROUND

Round one is now complete. Players score:

- **Beginner** Tiles: 1 point for each letter tile collected during the round
- **Advanced** Tiles: 1-5 points based on the value of each tile collected during the round
- All Tiles: 3x point value for the Bonus Letter
- All Tiles: 2x point value for the very last letter tile removed from the grid

4

6 MORE ROUNDS TO GO!

Play continues for 6 more rounds. Reset the tile grid and select a new category card to start each round. The player with the highest score after the final round is deemed the Wipeout Champ!



WATCH OUT! FLAG ON THE PLAY

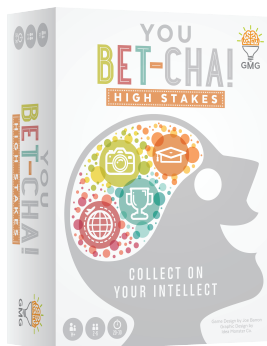
If a player misspells a word or plays a word outside the category, an opposing player may throw a challenge flag during that player's turn. Once a flag is thrown, stop the timer by holding it down for two seconds and state the challenge (example: "Detroit is not the capital of Michigan")

- If the challenger is correct, they get to steal any tiles that were played during that player's turn.
- If the challenger is wrong, one of their flags is removed for the remainder of the game. If a player loses both flags, then they may no longer challenge any player's answers.

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THE GAME OF WOLF



YOU BET-CHA!



THE ROOT BEER
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We are proud to support brain health by donating a meaningful portion of profits to Alzheimer's research.

Game Design: Joe Barron

Graphic Design: Liz Mendoza, Jess Pistone, Samer Abdelmalek, Kelly Miele

Production Design: Alena Lyons



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BRIGHTEN YOUR PLAY

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