

WORDLES!

A Secret Word Deduction Game

(August 25, 2022)

WORDLES is a word guessing game for two to six players, aged 10+. Each player thinks of a secret word and hides it for their opponents to decode. All players play at once - no moderator is required to host the game.

The image shows a screenshot of the WORDLES! game interface. At the top, the word "WORDLES!" is displayed in a stylized font. Below it, a text box says "WRITE & HIDE YOUR WORD BENEATH". The main part of the interface is a "Decoding Board" which is a 6x5 grid. The first row contains the letters N, E, X, U, S. The second row contains P, E, C, A, N. The third row contains B, E, N, C, H. The fourth row contains N, E, A, R, S. The fifth row contains N, E, W, T, S. The sixth row contains N, E, X, U, S. The letters E, C, A, N, B, N, C, H, N, E, A, R, S, N, E, W, T, S, and N, E, X, U, S are highlighted in green. The letters P, A, N, H, S, and S are highlighted in yellow. To the left of the board, the text "Decoding Board" is written vertically. Below the board is a keyboard layout with letters A through Z. At the bottom, the website "WWW.BRAINY.GAMES" is displayed. To the right of the board, there is a section titled "Query Words" which contains two columns of words: CAVES, PRINT, STAIN, WALTZ, KNIFE, BEARD, AMBER, HONEY, KILNS, AXLES, QUERY, JUDGE, FATES, CHINA, BLAZE, KINGS, PROWL, NAVEL, PROWL, TEAMS, AXLES, and CANDY.

COMPONENTS

- Set of magnetized dry erase decoding boards
- Dry erase markers (one per board)
- Set of double-sided query cards, each with 12 curated words
- Magnetic covers (to hide secret words)
- Set of two-sided marking rings (green and yellow)

A deluxe version uses transparent coloured acrylic tiles.

GOAL

The goal of WQRDLES is to guess the secret word of your opponent(s).

Each player thinks of a word they must keep secret, which is written down and hidden on their board.

Using clues, all players try to guess each others' secret word. The clues are written down in plain sight of all players and are in the form of letters that are in the secret word, either in the same position or somewhere else in the word.

INITIAL SETUP

1. Give each player a board and dry erase marker.
2. Place the marking rings between the players.
3. Shuffle the query cards and pile them face up.
4. Deal one query card to each player.
5. Decide if you'll be using the "higher/lower" clues.
6. Pick a player to start.

PLAY IN ROUNDS

At the start of each round, clear your decoding board (except for your score) and give a query card to each player. All players think of a secret word, write it down at the top of their decoding board and cover it to keep hidden.

GAME PLAY (3+ PLAYERS)

Players take turns selecting query words, decoding the word against their own word and guessing each others' words.

On each turn ...

1. The player may optionally replace their query card with a new query card.
2. The player selects one of the query words on their card.
3. The player calls out the word.
4. All players write down the letters of that query word in the next empty row on their decoding board.
5. All players decode and mark any matching letters as per the decoding instructions below.
6. All players optionally mark one of the sequence clues next to the word to indicate whether their secret word is alphabetically higher (>) or lower (<) than the query word.
7. All players use the next two minutes to examine their opponent's boards to see if they can decipher any secret word.
8. Each player is allowed one attempt to guess any player's word at this point in the round.
9. If a word is guessed, the player accumulates the value next to the word on their decoding board as their score and the "owning" player will reveal their word.
10. When all words have been guessed, erase the boards (except for score) and start a new round.

MARKING MATCHING LETTERS

Each player will be decoding their own word for others to review. You must accurately mark each letter of the query word against the letters in your secret word.

WITH A PEN: Mark an “X” for a letter that is in the word but in the wrong spot. Fill the square for a letter in the identical position.

WITH RINGS: Place a **green** ring around letter(s) in the same position as your secret word. Place a **yellow** ring around letter(s) in a different position from your secret word.

DECODING EXAMPLES

Your secret word is HOUSE. The query word is SHAPE.

Three letters are in common and the “E” is in the correct place. Fill in the box for the “E” and mark the other letters with “X”. Indicate that your secret word is lower than SHAPE by marking “<”.

H	O	U	S	E
---	---	---	---	---

Write each query word below and mark letters matching your word ...

6	S	H	A	P	E
---	---	---	---	---	---

< X X X X X >

Your secret word is NEWTS. The query word is PECAN. Two letters are in common and the “E” is in the correct place, while the “N” is in the wrong position. Mark the “E” with a green ring and mark the “N” with a yellow ring. Indicate that your secret word is lower than PECAN by highlighting “<”.



SCORING

When a player guesses a word, the value in the leftmost box (1-6) is their score for the round. Add that number to the existing score and mark the current score on their decoding board.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TRACKING MISSING LETTERS

Mark the A-Z letters at the bottom of your decoding board for others to see which letters are not in your secret word.

ENDING THE GAME

The game is over once five rounds have been completed. The player with the highest score is the winner. In the case of a tie, erase your board (except for the score) and play one more round.

INCORRECT DECODING PENALTY

If a player incorrectly decodes their word, they cannot receive any points for that round. It is very important to be accurate in decoding your own word.

TRACKING YOUR OPPONENTS

Use the back of your decoding board to track possible words of your opponents.

ALTERNATE WAYS TO PLAY

1. Instead of using query words, provide your own word, but all players must decode that word.
2. For an easier game, use four-letter words.

STRATEGIES

1. Pick words that do not contain letters in your word.
2. When you narrow in on an opponent's word, pick words that alternate its known letters.

QUERY CARDS

Query cards have specially-curated words. All letters in the alphabet (A-Z) are found among the 12 words on each card. We use query cards to help you find a query word quickly. Often people cannot think of the right word to ask. This makes it easy and quick to play the game.

CRAWL	SAVER	BREAK	AXING
FIXER	BADGE	PHONE	CHINA
COUNT	AXING	FOAMY	JAILS
PITCH	SPADE	TOWER	SLOPE
FOAMY	JOKER	PRIZE	CIVET
ZINGS	QUACK	BORED	EQUIP
EXITS	HYENA	POWER	MOUTH
QUIPS	TIGER	KNIFE	BLACK
RIVET	BEARD	WALTZ	GLADE
WOMAN	ENJOY	JOWLS	EXIST
BLACK	AFTER	KINGS	RAVES
GLAZE	MARCH	CANDY	QUAKE

TWO PLAYER GAME

With two players, query cards are not used and you will use your decoding form to record clues for your secret word. Each player will try to guess their opponent's word.

To start each round, both players will think of a secret word, record it on their form in their hiding spot and cover it.

Both players will alternate performing the following:

Player One	Player Two
<ol style="list-style-type: none">1. Thinks of a query word.2. Writes it on their own form.3. Calls out the query word. →5. Writes down the clues called out by player two.6. Has one attempt to guess the opponent's secret word.	<ol style="list-style-type: none">4. indicates which of the query word's letters are found in their hidden word (in any) and their position(s). ←

Repeat calling out, recording and marking words until a player has decoded their opponent's word. That player scores the value next to the word on their form (1-6).

The opponent continues to play and score upon decoding.

Both players play until someone exceeds 20 points.

As an example, if your secret word is “ROAST” and your opponent writes down and calls out “PEALS”, you would say:

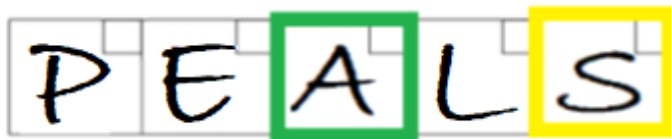
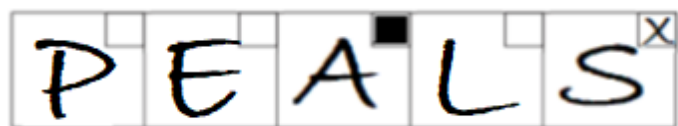
“A” is in the correct position but

“S” is in the wrong position.

Your opponent would write or mark the results.

If using dry erase markers:

If using coloured tiles:



WORDLES!

www.WQRDLES.com

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