



WORD WORX

Forging quality words since 1904

Word Worx

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The **Word Worx** factory has been welding together specialty words for its literary customers for over a century.

As a factory worker, your job is to collect letters and assemble them into longer and longer words. Customers pay top dollar for the longest words. However, watch out for coworkers who will steal letters from your unfinished words as you lengthen them.

Word Worx is a **word game** where two to six players collect letters to build successively longer words as defined by their secret manifests. Win with the most, expensively-welded words.

COMPONENTS:

126 cards composed of 90 letter cards (with single and bigram letters), 24 manifest cards, six bonus indicators.

GOAL:

Get the most points after one or more rounds of game play.

SETUP:

- Separate the three sets of cards
- Shuffle the letter cards
- Deal five letter cards to each player
- Deal five more cards face up as the assembly line
- Place the remaining cards in a stack face up as the draw pile to complete the assembly line of six spots
- Shuffle the secret manifest cards, giving one to each player
- Shuffle the secret bonus indicator cards and give one to each player.
- Pick a player to go first.



GAME PLAY:

Playing clockwise, on each turn, a player:

- Picks up one or two cards from the assembly line, replacing any “holes” with cards from the draw pile
- Optionally steals a card to make an immediate word
- Optionally lays down word(s) from their hand
- Optionally rearranges words already laid down
- Optionally locks or unlocks their word(s).

If the player has less than five cards in their hand, the player must draw sufficient cards from the draw pile to replenish their hand. If the player has more than five cards in their hand, the player must discard the excess into a common discard pile.

Order of Operations Summary:

- Pick up card(s) from the assembly line
- Steal a card
- Make your word(s)
- Replenish/maintain five cards.

Number of Rounds

With two or three players, you will probably only need to play once to determine a winner. With four or more players, play an additional round to get a final score.

FORMING WORDS:

Words are formed from letters in the player's hand or those already laid down. The player can play any valid word, whether or not it is in their manifest. However, only words in the manifest will yield maximum points. You can make and rearrange as many words as you like during this word formation phase.

STEALING A LETTER:

A player can steal a single card from another player's exposed word(s) under the following conditions:

- The word's remaining letters can still be rearranged into a valid word (eg STAR – [S] = ART)
- The remaining word has at least two letters
- The stolen card must be immediately incorporated into an existing word or dropped into a new word.

TEMPORARILY LOCKING A WORD:

A player can prevent letter theft by locking an exposed word. Place your manifest card upside down across one exposed word to be locked. You can add or remove the card at any time.

PERMANENTLY LOCKING A WORD:

Lock a word that matches one in your manifest by flipping all of its cards upside down. The cards cannot be used afterwards.

MANIFEST CARDS:

Manifest cards contain six numbered sets of words. Each set contains four successively longer anagrams.

Starting with the three-letter word, letters are added to form four-, five- and six-letter words with increasing value.

Manifest cards are also used to lock exposed words to prevent theft.

You can attempt to make and score any of the words in your manifest.

ENDING A ROUND:

The round ends when the draw pile has been exhausted. Each player has one chance to make words from the letters remaining in their hand. Letters can be rearranged from words already laid out.

SCORING WORDS:

Words are scored at the end of a round. For each word matching one in the manifest, score the indicated points.

For each word not in the manifest, score two points.

Deduct one point for every card left in their hand.

BONUS POINTS:

Each player holds a secret bonus indicator. Words made that match their respective manifest number (1-6) are scored based on the bonus multiplier.

The sets are numbered 1-6 to correspond with **bonus indicators**.

For example, if “HASTE” was made, instead of scoring 15 points, it would yield 30 points with a 2x bonus card:



NOTES: The assembly line includes the draw pile. Once in replenishment phase, cannot make a word.

A	B	C	D	E	F	A	B	C	D	E	F	A	L	O	2x BONUS 1
A	B	C	D	E	F	A	B	C	D	E	F	A	L	O	
G	H	I	J	K	L	G	H	I	E	T	L	N	U	I	2x BONUS 2
G	H	I	J	K	L	G	H	I	E	T	L	N	U	I	
M	N	O	P	Qu	R	M	N	O	P	TH	OW	D	E	F	2x BONUS 3
M	N	O	P	Qu	R	M	N	O	P	TH	OW	D	E	F	
V	W	X	Y	Z	G	AR	AN	ON	ED	ES	LE	J	P	S	2x BONUS 4
V	W	X	Y	Z	G	AR	AN	ON	ED	ES	LE	J	P	S	
S	T	U	A	D	N	ST	OU	EA	OO	RE	AI	S	R	G	2x BONUS 5
S	T	U	A	D	N	ST	OU	EA	OO	RE	AI	S	R	G	
O	I	E	C	B	M	OR	NT	NE	TE	SE	ER	A	M	EE	2x BONUS 6
O	I	E	C	B	M	OR	NT	NE	TE	SE	ER	A	M	EE	

SECRET MANIFEST

1 EMU (5) MULE (10) PLUME (15) PUMMEL (25)	2 ERE (5) SEER (10) PEERS (15) SPREES (25)
3 SAT (5) STAY (10) HASTY (15) TRASHY (25)	4 ASP (5) MAPS (10) LAMPS (15) CLAMPS (25)
5 YES (5) KEYS (10) YOKES (15) SMOKEY (25)	6 NAP (5) NAPS (10) KNAPS (15) PLANKS (25)

SECRET MANIFEST

1 PAD (5) PAID (10) RAPID (15) REPAID (25)	2 DIG (5) GRID (10) RIGID (15) FRIGID (25)
3 DUE (5) DUET (10) OUTED (15) DEVOUT (25)	4 ENS (5) EONS (10) MESON (15) VENOMS (25)
5 AGE (5) AGED (10) BADGE (15) BANGED (25)	6 SAX (5) AXIS (10) MAXIS (15) MAXIMS (25)

SECRET MANIFEST

1 ORE (5) OVER (10) LOVER (15) OVERLY (25)	2 OUR (5) HOUR (10) ROUGH (15) TROUGH (25)
3 RUN (5) RUNE (10) RERUN (15) BURNER (25)	4 IRE (5) RICE (10) NICER (15) PRINCE (25)
5 NIL (5) KILN (10) PLINK (15) UPLINK (25)	6 NIL (5) KILN (10) PLINK (15) UPLINK (25)

SECRET MANIFEST

1 MET (5) STEM (10) STEMS (15) SYSTEM (25)	2 OAT (5) IOTA (10) PATIO (15) UTOPIA (25)
3 GEE (5) EDGE (10) EGGED (15) LEGGED (25)	4 TAU (5) AUNT (10) TAUNT (15) TRUANT (25)
5 OLD (5) DOLL (10) DOLLY (15) BOLDLY (25)	6 POD (5) DOPE (10) LOPED (15) LOOPED (25)

SECRET MANIFEST

1 APE (5) PARE (10) PAPER (15) APPEAR (25)	2 WAY (5) AWNY (10) YAWNY (15) ANYWAY (25)
3 IRE (5) REIN (10) INNER (15) DINNER (25)	4 AGE (5) GEAR (10) AGREE (15) MEAGRE (25)
5 SOP (5) MOPS (10) PROMS (15) MORPHS (25)	6 APE (5) PARE (10) PAPER (15) APPEAR (25)

SECRET MANIFEST

1 SEA (5) EARS (10) ACRES (15) BRACES (25)	2 DYE (5) DREY (10) NERDY (15) TRENDY (25)
3 DIE (5) DELI (10) IDLED (15) GILDED (25)	4 NET (5) ANTE (10) LEANT (15) DENTAL (25)
5 ATE (5) ANTE (10) PATEN (15) PATENT (25)	6 EEL (5) PEEL (10) BLEEP (15) PEBBLE (25)

SECRET MANIFEST

1 NUN (5) NOUN (10) UNION (15) BUNION (25)	2 DUO (5) LOUD (10) CLOUD (15) CLOUDY (25)
3 NAG (5) GAIN (10) AGAIN (15) IGUANA (25)	4 ART (5) ARTS (10) MARTS (15) SMARTS (25)
5 SAX (5) AXIS (10) MAXIS (15) MAXIMS (25)	6 APT (5) PAST (10) PASTA (15) ADAPTS (25)

SECRET MANIFEST

1 VAN (5) NAVE (10) HAVEN (15) SHAVEN (25)	2 DUN (5) UNDO (10) ROUND (15) AROUND (25)
3 DEW (5) AWED (10) WAKED (15) GAWKED (25)	4 RED (5) DARE (10) EARED (15) FEARED (25)
5 SIS (5) KISS (10) RISKS (15) BRISKS (25)	6 ONE (5) EONS (10) ZONES (15) DOZENS (25)

SECRET MANIFEST

1 ROD (5) DORY (10) DOWRY (15) BYWORD (25)	2 BOT (5) BOOT (10) ROBOT (15) REBOOT (25)
3 ORE (5) DOER (10) ERODE (15) ZEROED (25)	4 NIL (5) NILS (10) KILNS (15) BLINKS (25)
5 MAP (5) PRAM (10) REMAP (15) TAMPER (25)	6 ORE (5) ORES (10) SNORE (15) WORSEN (25)

SECRET MANIFEST

1 EGO (5) DOGE (10) LODGE (15) LONGED (25)	2 HUT (5) THOU (10) SHOUT (15) YOUTHS (25)
3 BAT (5) BOAT (10) ABBOT (15) BOBCAT (25)	4 SIR (5) RISE (10) ARISE (15) SPIREA (25)
5 SIC (5) MICS (10) MUSIC (15) CESIUM (25)	6 SOD (5) SODA (10) TOADS (15) TODAYS (25)

