

WORD ROLLERS

Roll Dice, Grab a Letter, Make a Secret Word, Win Hands.

In this strategic word game, you roll dice, chose a letter and make a secret word. The player with the best word wins all the cards.



Setup: Form six piles of letter cards. Each player maintains three cards.

Roll three dice (two white and one yellow). Players strategically grab a letter from one of the indicated piles and try to form a word in secret. All players reveal their words to see who wins the cards.



Here's the catch: the yellow die indicates whether the alphabetically lowest or highest word wins all the cards played (1-3 is low, 4-6 is high). The winner claims all the cards.

In the example on the top, "EAR" could be the low hand that wins all the cards.

Once all cards are exhausted, count points to determine the winner.



Components: 108 letter cards, some with double letters (bigrams), three dice, six pile markers.

Genre: Word Game, Party Game.

