The logo for the game 'Word Nerds' is displayed in a bold, red, bubbly font with black outlines, set against a bright yellow background. The words 'Word' and 'Nerds' are stacked and slightly offset. To the right of the logo, the text 'A Rod Currie Prototype' is written in a simple black font.

Word Nerds

A Rod Currie
Prototype

OBJECT OF THE GAME

In *Word Nerds*, players bid against one another to win card auctions and add letter cards to their hands. They can then use those letter cards to spell high-scoring words, or hold on to them to trump other players' words. Players can also acquire and use action cards to strategically alter the current game situation to their advantage. The first player to score 100 points wins!

GAME COMPONENTS

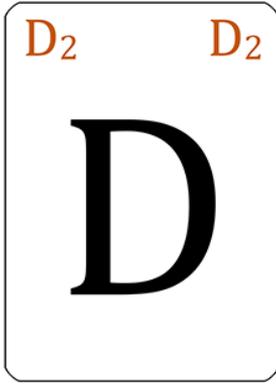
CARDS

Word Nerds features a variety of card types.

Letter Cards: Most letter cards feature a letter in the English alphabet. These cards display the letter's point value as a subscript to the letter in the upper left and right corners.

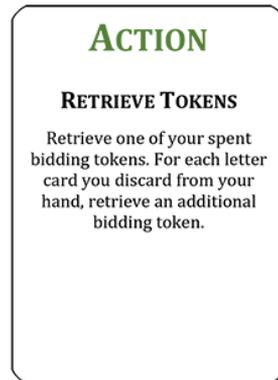
Some letter cards feature the text "+ ACTION CARD." When one of those cards is selected in a card auction, the selecting player also draws an action card.

Finally, there are two WILD cards. A player can use a WILD card as any letter when spelling a word. WILD cards have a point value of 0.



Action Cards: These cards specify actions to be taken by one or more players. Such actions can affect various aspects of the game such as hand contents, community letter card availability, word and bid values, the retrieval of spent tokens, and so forth.

Some action cards specifically state when the card can or cannot be played. If an action card lacks such a statement, that card can be played at any time.



First Player Card: This card identifies the current First Player.



Information Cards: These cards (one for each player) provide an overview of the game for quick reference. One side features a description of gameplay while the reverse provides an overview of scoring.

GAMEPLAY

CARD AUCTION PHASE

- Turn up auction cards.
- Bid secretly.
- Select cards (last is community card).

WORD DECLARATION PHASE

- Declare "Word Nerd" (optional)

If no one declares a "Word Nerd", move on to Purchase Phase. Otherwise:

- Trump word (optional).
- Challenge word (optional).
- Update scores.
- Retrieve spent tokens.
- Discard cards used to spell words.
- Word players keep remaining hand cards or draw two new cards.

PURCHASE PHASE

- Replace letters or buy action card.
- Pass FIRST PLAYER card left.

SCORING

WORD VALUE

- Total hand and community cards used.
- Apply action card modifiers.
- Add bonus for word length:

LETTERS	BONUS
4	+0
5	+2
6	+5
7	+9
8	+14
9 or more	+20

OTHER SCORING

EVENT	SCORE
Challenge fails	-10 points
Challenge succeeds	+10 points
Word is trumped	½ word value

WINNING THE GAME

- First player to reach 100 points wins. When multiple players reach 100 in same turn, highest score wins.

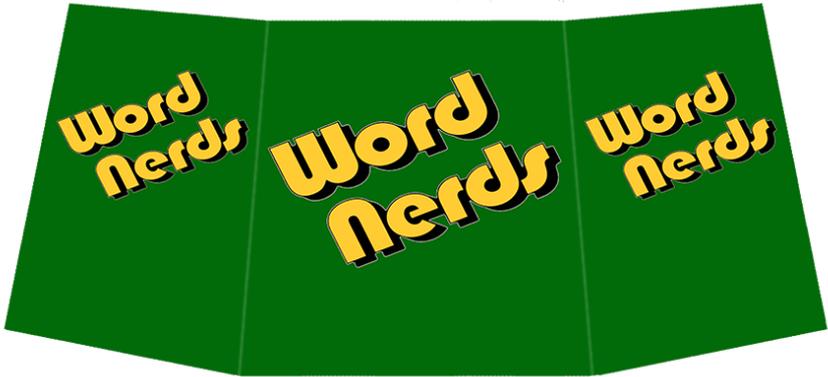
TOKENS

Tokens are used for bidding in card auctions, as well as for purchasing replacement letter cards and additional action cards. Each player receives a set of tokens labeled from 0-7. The precise tokens used depends on the number of players.



SCREENS

Screens (one for each player) let players keep unspent tokens face up, making it easy to find a particular token while keeping those tokens hidden from opponents.



SCORE TRACKER

Each player's score is tracked on the Score Tracker using a wooden disc that matches that player's color.

START		1	2	3	4	5	6	7	8			
20	19	18	17	16	15	14	13	12	11	10	9	8
	21	22	23	24	25	26	27	28	29	30	31	
44	43	42	41	40	39	38	37	36	35	34	33	32
	45	46	47	48	49	50	51	52	53	54	55	
68	67	66	65	64	63	62	61	60	59	58	57	56
	69	70	71	72	73	74	75	76	77	78	79	
92	91	90	89	88	87	86	85	84	83	82	81	80
	93	94	95	96	97	98	99	100				

GAME CONCEPTS

HAND

The two letter cards and one action card drawn during setup form the start of each player's hand. A player's hand cards are private and generally not revealed to other players. When a player draws a card from the letter card or action deck, or receives a card from another player, that card is added unrevealed to the player's hand.

A player's hand cannot exceed 10 letter cards. If, at any time, adding a card or cards causes a player's hand to have more than 10 letter cards, that player must immediately discard letter cards to bring the total down to 10.

SPENT AND UNSPENT TOKENS

Unspent tokens are kept behind each player's screen. Spent tokens are placed face up in front of the screen.

All tokens begin as unspent tokens. When a player uses an unspent token in a card auction bid or to purchase a replacement letter card or an additional action cards, that token becomes a spent token. When a player retrieves spent tokens, those tokens are moved back behind the screen and become unspent tokens.

The 0 token is special. It never becomes a spent token. When a player uses the 0 token in a card auction bid, the token is returned behind the screen and can continue to be used in future bids. The 0 token can only be used for bidding. It cannot be used to purchase replacement letters cards or action cards.

COMMUNITY CARD POOL

The community card pool is a collection of face-up letter cards that all players can use when spelling words. A player can use as many community cards as needed to spell a word. This can include community cards being used by another player in the same Word Declaration Phase.

Action cards that affect the community card pool cannot be played during the Word Declaration Phase.

RUNNING OUT OF CARDS

When either the action card deck or the letter card deck runs out of cards, shuffle the corresponding discard pile to reform the deck.

OFFICIAL DICTIONARY

Players should agree on an official dictionary. Any word not found in this dictionary is considered to be invalid. Players may agree on additional valid and invalid words.

SETUP

Shuffle the letter and action decks and place them face down, leaving room for a discard pile for each deck.

Each player picks a color and takes the tokens, screen, and wooden disc of that color.

The actual tokens used in a game depends on the number of players:

Players	Tokens
2 or 3	0-5
4 or 5	0-6
6	0-7

Tokens not in use are set aside.

Each player places their tokens behind their screen and places the corresponding wooden disc on the START box of the Score Tracker.

Choose a player to be First Player and place the FIRST PLAYER card in front of that player.

Starting with the First Player, each player draws two letter cards and one action card.

GAMEPLAY

Each *Word Nerds* turn consists of the following phases:

- Card Auction Phase
- Word Declaration Phase
- Purchase Phase

CARD AUCTION PHASE

At the start of each Card Auction Phase, the First Player turns up a number of card equal to the number of players plus one.

To bid, each player secretly selects an unspent token and places it face down where all can see. When all players have selected their bid tokens, reveal all tokens.

From highest bid to lowest, each player, in turn, selects one of the face up auction cards and adds it to his or her hand. Bid ties are broken first by the Score Tracker (lowest score goes first) and then by being closest to the left of the First Player.

If a player selects a card with “+ ACTION CARD” on it, that player also draws the top card from the action deck.

Once all players have selected their cards, add the remaining card to the community card pool.

WORD DECLARATION PHASE

The Word Declaration Phase consists of a number of optional actions. If no one declares “Word Nerd,” play can continue with the Purchase Phase.

If a player declares “Word Nerd” and plays a word, the other players can attempt to trump or challenge that word. At the end of the phase, which can include multiple attempted trumps and challenges, either a single scoring word remains or there is no scoring word at all.

DECLARING “WORD NERD”

When a player can spell a word of four letters or more using the cards in his or her hand in combination with the cards in the

community card pool, that player has the option of declaring “Word Nerd.” “Word Nerd” can only be declared once all players have received their cards from the card auction.

The declarer lays down the letter cards that spell the word, indicating any community cards needed to complete it. The value of the word is then determined. This word becomes the current scoring word.

DETERMINING WORD VALUE

Determine the value of a word as follows:

- Total the point values of the individual letters (including community letters) used to spell the word.
- Add or subtract modifiers from action cards played on the word.
- Add a bonus based on the number of letters in the word:

Letters	Bonus
4	+0
5	+2
6	+5
7	+9
8	+14
9 or more	+20

TRUMPING A WORD

If a player can spell a word with a higher value than the scoring word, that player can say “Trump” and lay down the letter cards that make up the word, indicating any community cards needed to complete it. This can include community cards used to spell the declarer’s word.

If the trumping word is not successfully challenged (see “CHALLENGING A WORD” on page 10) and does indeed have a higher value than the current scoring word, the trumping word becomes the new scoring word.

Any player can play action cards during this time to change the value of either of the original or the trumping word.

The loser of a trump battle – either because the original word was trumped or action cards reduced the value of the attempted trump word below that of the original word – scores one half the value of his or her word (rounded down).

Andy declares “Word Nerd” and plays PATHS, which has a value of nine (seven for the letters plus two for being a five letter word). He also plays a +2 WORD VALUE action card which makes the word worth a total value of 11. Beth looks at her cards and realizes that she can spell WRECK, which has a value of 12 (10 for the letters plus two for being a five letter word). She says “Trump” and plays her word.

Carl does not want Beth to score her word because she currently has 89 points and those 12 points would give her over 100 points in total, allowing her to win the game. So he plays a -3 WORD VALUE action card on her word, reducing the value of WRECK to 9 points. No other action cards are played. Andy wins the trump battle 11-9 and scores 11 points for PATHS. Beth loses the battle and scores only 4 points for WRECK.

Once a trumping word becomes the scoring word, that word itself can be trumped.

MULTIPLE DECLARATIONS OF “WORD NERD” OR “TRUMP”

There can only be one declaration of “Word Nerd” or “Trump” at a time. If more than one player declares “Word Nerd” or “Trump,” the players as a group decide who declared first. That person is the sole declarer. If the group cannot decide who was first, the player with the lowest score on the Score Tracker is the first. If there is a tie on the Score Tracker, place a token for each tied player in a container. The First Player draws a token to determine who is the sole declarer.

When there are multiple declarers, players should not lay down any cards until the sole declarer is determined.

CHALLENGING A WORD

If one or more players doubt that the current scoring word is valid, they can challenge the word.

To challenge a word, say “Challenge.” There can be multiple challengers. You cannot challenge your own word.

Consult the official dictionary. If the word appears there, each challenger loses 10 points (scores cannot go below 0) and the challenged word remains the scoring word.

If the word does not appear in the dictionary, each challenger scores 10 points. The player of the challenged word scores no points.

If a trumping word is successfully challenged, the word that it trumped once again becomes the current scoring word.

If a word is successfully challenged and there was no other declared word, there is considered to be no scoring word.

Donna plays CACOON. Both Ed and Faith think she misspelled “cocoon” and declare “Challenge.” Greg isn’t sure, so he does not challenge. Consulting the official dictionary shows that “cacoon” is not a word. Ed and Faith both score 10 points for the successful challenge. Since no other words were played, there is no scoring word and, thus, no additional scoring at this time.

Later in the game, Greg plays ABASIA. Donna does not believe it is a word and challenges. The dictionary shows that it is indeed a word, so Donna loses 10 points for her failed challenge. ABASIA remains the scoring word.

UPDATING THE SCORE TRACKER

Scores are updated on the Score Tracker. The player of the current scoring word scores the value of that word. Any losers of trump battles score half the value of their words (rounded down). Additionally, any points lost or gained from challenges are recorded. If a player has passed 100 points, the game is over. See “WINNING THE GAME” on page 12.

RETRIEVING TOKENS

When a Word Declaration Phase results in a scoring word, players may retrieve some or all of their spent tokens. Retrieved tokens become unspent.

The player of the scoring word retrieves a number of tokens equal to the number of letters more than four in the scoring word. All other players retrieve all of their spent tokens.

Donna played the word MASTER which has six letters. She retrieves two of her spent tokens.

If there is no scoring word, no one retrieves any tokens.

DISCARDING AND REPLACING LETTER CARDS

All letter cards played during the Word Declaration Phase are discarded. This includes any community cards used to spell a word.

Each player who played a word in this Word Declaration Phase has a choice of keeping his or her remaining letter cards or discarding those cards and drawing two new cards from the letter deck.

PURCHASE PHASE

Before the next auction, each player, starting with the First Player and proceeding clockwise, has the option of performing one of these two actions:

- Replace one or more private letter cards with cards drawn from the letter deck. The cost for each card to be replaced is one unspent non-0 token.
- Purchase the top card of action card deck. The cost is one unspent non-0 token. Each player may purchase only one action card during each Purchase Phase.

Once all players have had an opportunity to perform one of these actions, pass the FIRST PLAYER card to the left and begin a new turn.

WINNING THE GAME

The first player to score 100 or more points wins the game. If more than one player passes 100 points in the same turn, the player with the highest score wins. If there is a tie for highest score, all tied players share the win.

COMPONENT LIST

- 100 Letter Cards
- 54 Action Cards
- 6 Information Cards
- 48 Tokens (8 of each color)
- 6 Wooden Scoring Discs (1 of each color)
- 6 Screens (1 of each color)
- 1 First Player Card
- 1 Score Tracker