



A fast-paced word game
(for people who know words)

INSTRUCTIONS

WHAT WORDS DO YOU KNOW?

Ready for a flipping good time?

In this fast-paced highly competitive game, you must quickly name words before your fellow wordsmiths, based on cards that are flipped over.

Collect cards to score points and outsmart your opponents to become the **moji** Master!

WARNING: For your own safety, only people who know words should play. Proceed with caution if you do not know words.

In the Box

- 104 Letter cards:
 - 26 Red Letter cards
 - 26 Blue Letter cards
 - 26 Yellow Letter cards
 - 26 Green Letter cards
- 15 Word Challenge cards:
 - 3 Minimum Word Length cards
 - 4 Letter Placement cards
 - 8 Theme cards
- 1 General Rules card
- 1 Hourglass (30 seconds)

Getting Started

Shuffle the Letter cards.

Set aside the Word Challenge cards and General Rules card for now.

To warm up, let's start with a simple two-player game....

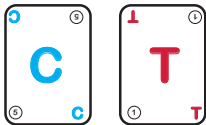
Two-Player Game

Deal 15 Letter cards to each wordsmith face down.

At the same time, you each flip over one card from your stack to reveal a letter of the alphabet.

Let's say these cards are flipped:

Can you think of any words that have those two letters in them, in any order?



You can imagine any other letters to fill out the rest of the word.

Maybe you thought of “CAT” or “SECTION” or “TOPIC” or “STOCK”?

Whoever first says a word containing those letters collects the cards in their win pile.

Keep going by flipping over the next card.

If you both say a word at the same time, then the first wordsmith to name a different word wins the cards. Try not to smack your opponent.

If at any point, you are both stuck and can't think of a word that has both letters, then set those cards aside in a discard pile.

Continue until all the cards from the stacks have been played.

Add up the points for each card collected in your win pile.

The wordsmith with the most points wins to become the **moji** Master!

More Than Two Players

A valid word only needs to contain two Letter cards.

Wordsmiths do not have to say a word that contains every face-up letter.

The first wordsmith to say a valid word collects only the Letter cards contained in the word, leaving the unused Letter cards face-up.

Any unused face-up Letter card can be used for the next word.

Everyone whose cards were collected then flips over the next card from their stack to continue play.

Important: If your card was collected, you cannot collect any more cards until you flip over a new card, though play continues for others who may collect cards.

This game moves fast, and it is easy to get distracted. This rule encourages wordsmiths to flip over a new card to continue playing.

However, if a wordsmith has run out of cards to flip, they may continue to name words and collect cards.

Play continues until all cards in everyone's stack have been played, or only one wordsmith has unplayed cards remaining.

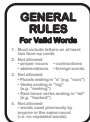
Each wordsmith adds up the points for each card in their win pile.

The wordsmith with the most points wins to become the **moji** Master!

General Rules

For a little more challenge, apply these rules for naming a valid word.

1. Must include letters on at least two face-up cards
2. Not allowed:
 - a. Proper nouns
 - b. Abbreviations
 - c. Contractions
 - d. Foreign Words
3. Not allowed:
 - a. Plurals ending in "s" (e.g. "runs")
 - b. Verbs ending in "ing" (e.g. "making")
 - c. Past tense verbs ending in "ed" (e.g. "hacked")
4. Not allowed:
 - a. Words used previously by anyone in the same round (i.e. no repeated words)



Personalize your game by creating House Rules for any rules you prefer that are not covered above.

Word Challenges

To add more difficulty, before the start of a round, select one or more of these Word Challenges to apply when naming a valid word:

- **Minimum Word Length**
- **Letter Placement**
- **Theme**

To select a Word Challenge, simply display the corresponding Word Challenge card face-up for all wordsmiths to see.

Minimum Word Length

With this Word Challenge: you can choose whether a word must be at least 3, 4 or 5 letters long (choose only one):



Let's say you selected a Minimum Word Length of 5.

With the letters "C" and "T":

- You could say "catch" but not "cat".
- You could say "tablecloth" but not "tick".

Theme

With this Word Challenge, you can choose which category the word must be in (choose one or more):

THEME

NOUNS

THEME

VERBS

THEME

ADJECTIVES

THEME

FOOD
&
DRINK

THEME

ANIMALS

THEME

MOVIES
&
TV SHOWS

THEME

BOOKS

THEME

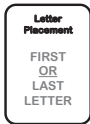
FAMOUS
PERSON

If you choose the following Themes, you can ignore the General Rules against using proper nouns, plurals, and verb endings: Movies & TV Shows, Food & Drink, Books, and Famous Persons.



Letter Placement

With this Word Challenge, you can choose where the Letter cards you use must appear in the word (choose only one):



Let's see how these challenges work:

Anywhere	The letters you use can be anywhere in your word: first letter, last letter or anywhere in between
First <u>or</u> last letter	One letter you use must be either the first or the last letter in the word. Any other letters you use can be located anywhere else in the word.
First <u>and</u> last letter	One letter you use must be the first letter in the word, and one other letter you use must be the last letter in the word. Other letters you use can be anywhere else in the word.
In between	At least two letters you use in the word must be within the first and last letter of the word. Other letters you use can be anywhere else in the word.

Below you will see some examples of the Letter Placement challenge when these Letter cards are shown: “A”, “C” and “T”, including which cards can be collected in the win pile.

Letter Placement	You CAN Say	You CANNOT Say
First <u>or</u> last letter	<p>“<u>T</u>E<u>A</u>C<u>H</u>” – collect “A”, “C”, “T”</p> <p>“<u>A</u>C<u>H</u>E” – collect “A”, “C”; leave “T” in play</p> <p>“P<u>A</u>R<u>T</u>” – collect “A”, “T”; leave “C” in play</p> <p>“<u>A</u>R<u>T</u>” – collect “A”, “T”; leave “C” in play</p>	<p>“B<u>A</u>C<u>K</u>” – no Letter Cards are used as the first or last letter</p>
First <u>and</u> last letter	<p>“<u>C</u>A<u>R</u>T” – collect “A”, “C”, “T”</p> <p>“<u>C</u>U<u>L</u>T” – collect “C”, “T”; leave “A” in play</p>	<p>“<u>T</u>E<u>A</u>C<u>H</u>” – no Letter Cards are used as the last letter</p> <p>“P<u>A</u>R<u>T</u>” – no Letter Cards are used as the first letter</p>
In between	<p>“H<u>E</u>A<u>R</u>T<u>A</u>C<u>H</u>E” – collect “A”, “C”, “T”</p> <p>“H<u>E</u>A<u>R</u>T<u>H</u>” – collect “A”, “T”; leave “C” in play</p> <p>“P<u>A</u>C<u>T</u>” – collect “A”, “C”, “T”;</p> <p>Since at least two letters are in between, you can also collect any other letters used in the word.</p>	<p>“<u>C</u>A<u>R</u>T” – only the “A” is in between, and at least two Letter Cards must be in between</p>

Game Variations

To shake things up, try some of these alternative games:

Master's Choice

The **moji** Master of the last round gets to select the Word Challenges for the next round.

Stack 'Em Up

If no one can think of a valid word, all wordsmiths flip over the next card from their deck on top of (i.e. covering) the cards already face-up. The next wordsmith to say a valid word collects the face-up cards used in the word AND any cards stacked underneath those cards.

Do-si-do

When playing with 4 or 6 people, wordsmiths select a partner to sit across from. At the end of the game, partners combine their win piles before tallying the score.

Ball and Chain

When playing with 4 or 6 people, wordsmiths select a partner to sit across from. Players may use only their partner's letter to form a word.

At the end of the game, partners combine their win piles before tallying the score.

Monochrome

Wordsmiths can only form words with letters of the same color.

Game Variations (cont'd.)

Off the Grid

Create a grid of face-up Letter cards based on the number of wordsmiths as shown in the chart:

2 wordsmiths	5 x 5
3 wordsmiths	6 x 6
4 wordsmiths	7 x 7
5 wordsmiths	8 x 8
6 wordsmiths	9 x 9

Play goes in order from youngest to oldest wordsmith.

On their turn, each wordsmith gets 30 seconds to find a single valid word using as many face-up letters as they can.

While the word must contain at least two face-up Letter cards, wordsmiths may form a larger word by imagining other letters in the word that are not displayed.

The letters used in the word do not need to be adjacent.

Upon announcing a word, the wordsmith collects all the Letter cards contained in the word into their win pile.

If the wordsmith is unable to announce a word before time runs out, then the play passes to the next person.

The game ends when either:

- no cards remain face-up, or
- only one card remains face-up
- one round completes where no player can announce a valid word before time runs out.

Eagle Eyes

Place two cards face up for each wordsmith playing in the center for all to see.

Turn the hourglass over the start the 30 second clock.

Each wordsmith writes down as many words that contain any of the letters displayed until time runs out.

While the word must contain at least two face-up Letter cards, wordsmiths may form a larger word by imagining other letters in the word that are not displayed.

Now, wordsmiths take turns announcing the words in their list.

If anyone else has the same word, then all players with that word cross it out.

Wordsmiths score one point for each use of a Letter card in each word that is not crossed out.

For example, if the letters displayed are:
“H”, “T”, “L” and “A”, these words score
as shown in the chart:

“ <u>H</u> ACK”	2 points
“ <u>L</u> ETTER”	3 points
“ <u>A</u> LL <u>T</u> ER <u>A</u> T <u>I</u> ON”	6 points

The wordsmith with the highest total points wins.

Three Amigos

When playing with 4 or more people, wordsmiths may only form a word using their own face-up letter, and the face-up letter of the wordsmith to their immediate left and right.

Our Story

I have had a lifelong passion and appreciation for word games.

Like many of you, I grew up playing games like Scrabble, watching game shows like Wheel of Fortune, and doing crossword puzzles and Jumbles in the newspaper.

All these games share a common element: the goal of identifying words, often using letters already revealed as clues.

As the father of three boys, I hoped to spread my love of word puzzles by introducing them to simple games they could handle.

When the boys were young, on car drives, we played a game where one person names any word, and the next person must name any word that starts with the last letter of that word. This would entertain the family for 30 minutes or so, and the boys even played among themselves.

Over time, I added a scoring element and randomized which letters to use by creating cards with letters of the alphabet.

Not long after, **m****o****j****i** was born!

I'm delighted to share this game with you, and I hope you have as much fun playing it as much as I've enjoyed bringing it to you!

WHAT WORDS DO YOU KNOW?



www.mojicardgame.com