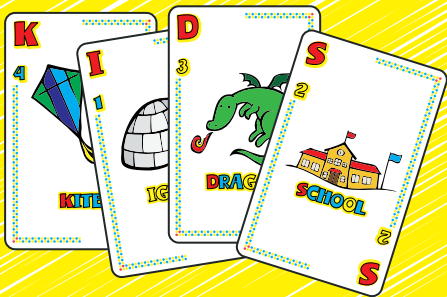
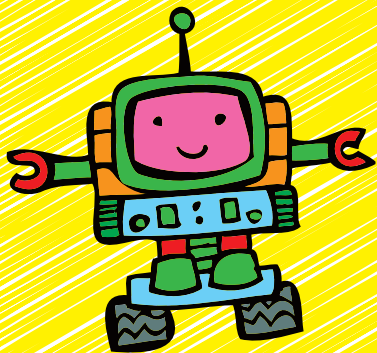


Quiddler[®] Junior



Kids

AGE
6+

40 MINS

2-6
PLAYERS

 **WARNING:**
CHOKING HAZARD - Small Parts.
Not for children under 3 yrs.

S E T
ENTERPRISES, INC.



Quiddler[®] Junior

Contents:

103 playing cards

96 scoring chips

Players: 2 - 6**Ages:** 6 +

The Object: Earn the most points by making words with the cards in your hand.

The Deal: Shuffle all the cards before dealing. In the first round, deal 2 cards to each player and place the remaining cards face down to form a draw pile. Turn over the top card of the draw pile to begin a discard pile. The player to the dealer's left goes first.

The Play: On your turn draw the top card from the draw pile or the discard pile and complete your turn by discarding one card. The play continues clockwise with each player drawing and discarding one card until one player can use all his/her cards to form a word, or group of words, and go out.

Going Out: After drawing, you can go out if you can arrange all the cards in your hand into allowable words (see definition) with one card remaining for a discard. Each card can only be used once. To go out, lay your words on the table in front of you and discard. After the first player goes out, everyone else has one more turn and must lay down any words they can at the end of the turn. You cannot use other players' cards to make words. This is the end of round one. Each player's words are scored and point chips are awarded.

Each Round is Different: Depending on how many people are playing, you can either shuffle all the cards before the next round or just place the used cards on the bottom of the deck and continue to deal from the top. In the second round, 3 cards are dealt allowing players to make longer words, or more words, as they choose. One

additional card is dealt in each of the following rounds meaning that 4, 5, 6, and finally 7 cards are dealt in the last round.

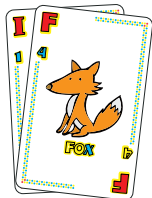
Scoring: Each card is worth the value shown. At the end of each round, players receive point chips equal to the value of the cards used to make words; unused cards are neither added nor subtracted. If you can't make any words you get zero points.

Bonus: There is a 5 point bonus for the player who can make the longest word (counted by letters not cards). If two players tie for the longest word in a round, no bonus is awarded.

Winning the Game: After the last round, the point chips are added up and the player with the most points wins.

How To Score Example

(Round 3 - Four cards per player)

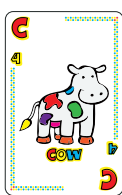
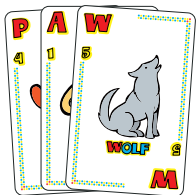


Player 1 makes 2 words: **IF** + **HAT**

Word Points: $1 + 4 + 4 + 2 = 11$

Longest Word Bonus: 0

Total: 11 points



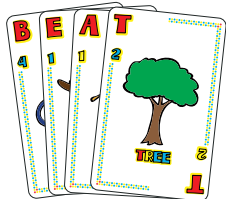
Player 2 makes a 3 letter word: **PAW**

and leaves the **C** card unused

Word Points: $4 + 1 + 5 + 0 = 10$

Longest Word Bonus: 0

Total: 10 points

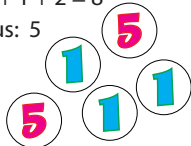


Player 3 makes a 4 letter word: **BEAT**

Word Points: $4 + 1 + 1 + 2 = 8$

Longest Word Bonus: 5

Total: 13 points



Player 3 has the high score for this round!

Allowable Words: Choose a dictionary before the game starts. In Quiddler Junior proper nouns and one card words are allowed. No prefixes, suffixes, abbreviations, contractions or hyphenated words can be used.

Challenges: If you do not believe that a word played is really a word, then you may challenge the word. If the word is in the dictionary and is an allowable word, you must subtract the number of points in the word from your score. If the word is not in the dictionary, the player being challenged must subtract the number of points in the word from his/her score. He/she does not get to rearrange those cards into other words.

Alternate Way to Play - Solitaire: Deal eight stacks of five cards face down. Then deal one card face up on each stack. Make a word from some or all of the eight showing cards. Remove the word and turn over the top card on each stack from which you removed a card. When all of the cards in a stack have been used, turn over a card from the top of any remaining stack and use it to replenish the depleted stack... so that there are 8 stacks again. You win by using all of the cards to make words. Allowable words are the same as above.

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