

Word Round 2

300 new words to unravel!

ThinkFun's most popular card game is back! With 300 brand new words, WordARound®2 can be played as a standalone game or combined with the original to create a mega-game of fast-paced fun! Just like the original, the challenge in WordARound®2 is to quickly figure out where the word starts and to read it aloud before your opponents.

Includes:

- 100 WordARound®2 Cards with 300 Words

2 or more players
ages 10 to adult

Your Goal:

Win 10 Cards! Collect cards by being first to correctly read the word written in the designated ring on the card.

Set Up:

1. Shuffle the circular cards and place them in a single stack, face-up, in the center of the playing area. Make sure the card stack is visible to all players.
2. When the card stack is first laid down, the dealer should keep his or her hand on top of it, covering the top card so that no player can peek! Once all players are ready, the dealer removes his or her hand, and the game begins.



Face-Up

Play:

1. All players look at the card on top of the stack and race to correctly read and call out the word written in the outermost ring.

NOTE: The first card of every game starts with the outermost ring.

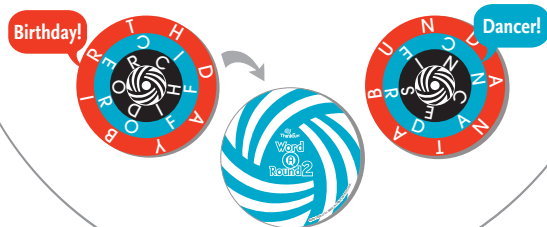
2. If you are first to correctly identify and call out the word, you win the card.
3. When you win a card, take it and place it face-down in front of you. The back of your card will show one of three colors (Red, Blue, or Black) – this indicates which color ring players must look at to call out the word on the next card, face-up in the stack (see next page for Example Round).

Winning the Game:

The first player to collect 10 cards wins!

Example Round:

1. Players look at the word in the red ring.
2. Jamie is the first to call out “BIRTHDAY!”
3. Jamie wins the card and flips it over to reveal the color Blue.
4. Players now race to read the word in the Blue ring.



ThinkFun's Mission is to Ignite Your Mind!®

ThinkFun® is the world's leader in addictively fun games that stretch and sharpen your mind. From lighting up young minds to creating fun for the whole family, ThinkFun's innovative games and mobile apps make you think while they make you smile.



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If two or more players call out the correct word at the same time:

1. In this case, a tie-breaker round is played.
2. The current card is removed and placed face-down next to the card stack.
3. Tying players now compete as usual, using the newly-revealed color to dictate which color ring they should look at to call out the next word.
4. The winner of this round wins both cards and places them face-down in his or her pile.
5. Play resumes as normal, using the color on the back of the winner's last card to determine which word will be read next.

6. If there is a tie for the last card in the card stack, the game ends. No player wins this card.

Stuck?

If all players are stuck on the same word, discard the card and look for the word in the same color ring on the next card in the stack.

About the Inventors:

WordARound® was invented by Joe and Dave Herbert, brothers from Batesville, Indiana. The entrepreneurial team have had their fair share of successes, and are known for their award winning games and films. Of all of their wonderful creations they are most proud of their part in raising their children.



Word A Round[®] 2

Instructions