

ANAGRAMMING

Age: 8-99

Players: 2-6

Duration: 30 minutes

A game by: *Carlo Meneghetti*

Contents:

45 anagram cards; 1 spinner; 1 hourglass;

2 boards; 1 erasable marker; 1 scoreboard;

Rules

Shuffle the anagram cards and place them face down in the centre of the table. Keep the spinner, the hourglass, the boards, the erasable markers and the scoreboard within reach.

HOW TO PLAY

The youngest player starts by taking the pink board and a dry-erase marker, then draws an anagram card and places it face up on the playing surface. They spin the spinner which indicates the length of the word they have to create. They then turn over the hourglass and must use the letters from the anagram card to form a complete word, writing it on the board but keeping it hidden from the other players and telling them only the first letter.

At this point the other players must try to guess the mystery word in around 15 seconds; each player can make only one guess. If no one guesses it then the first player reveals the second letter of the word, and if still no one guesses it, they then reveal the third letter of the mystery word.



The turn ends when another player guesses the mystery word, or else if no one manages to guess it after the third letter has been revealed. After this, points are assigned (and the anagrams game is played). The turn moves clockwise, and the game continues with a new hand in exactly the same manner as the first.

SPINNER

The spinner can indicate whether to form a word of 5, 6, 7, 8 or 9 letters. If the arrow lands on the smiley face, the player whose turn it is can form a word with as many letters as they like; in this case, they must state the length of the word along with its first letter.

SCORING

If a player guesses the word on the first try they earn 3 points; guessing the word with the second letter is worth 2 points; and guessing the word with the aid of the third letter is worth 1 point. If no one guesses the word, the author of the word wins 3 points. If a player is unable to form a word on their turn, they lose 3 points. The scores are kept on the scoreboard using the dry-erase marker. The first player to reach 25 points wins (this can be increased or decreased by player agreement).

ANAGRAMS GAME

When a player guesses the mystery word, they then play the anagrams game: they take the light green board (large) and a dry-erase marker, and then have the time given by the hourglass to write down as many anagrams as possible of the word they just guessed (this can also include anagrams which do not use all the initial word's letters). They earn one additional point for every anagram of the original word that they find.



VERTICAL

ARTICLE. TRIAL.
TRAIL. LIVE. ALT

Note: the boards should be cleaned with a damp cloth after use.