



ANGRY WORDS

FLOCKS OF ANGRY WORDS HAVE BEEN ATTACKING INNOCENT CIVILIANS IN BOLINAS, CA, A TOWN NORTH OF SAN FRANCISCO THAT BORDERS THE PACIFIC OCEAN. THE TOWN HAS ASKED FOR VOLUNTEERS TO HELP DEFEAT THE THREE WORDSMITHS WHO CONDUCT THE ATTACKS. THE VOLUNTEERS DO THIS BY ELIMINATING LETTERS FROM THE WORDS, MINIMIZING THEIR IMPACT.

OBJECTIVE (WORDSMITHS):

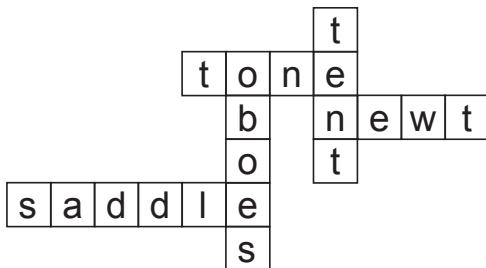
You three act as a team to create as many connected words as possible. You have one minute to create the words and can use any of the letters. You get one point for each complete word. The first team to get to 30 points wins.

OBJECTIVE (VOLUNTEER):

After the wordsmiths have played their turn, eliminate as many letters from their word play by throwing a bean bag into the one of the holes. You then pick a letter that is written above the hole you made and it is eliminated from the wordsmith's game play (see rules for vowels). For each word you "destroy" you get one point. The first team to get to 30 points wins.

HOW TO PLAY:

1. Decide who will be the volunteer and who will be the three wordsmiths.
2. Wordsmiths must construct as many words as they can within one minute (Volunteer sets the timer). The words must be connected to each other (see diagram below) and no word may be repeated twice.



3. The wordsmiths get a point for each letter that makes up a *complete* word.
4. If the Volunteer takes out letters from a word, that word is no longer complete and wordsmiths get zero points for the word.

HOW TO PLAY:

5. The Volunteer takes 4 large steps backwards from the board.
6. The Volunteer attempts to toss the three bean bags into the holes, one at a time.
7. If the Volunteer makes one, he or she immediately picks a letter from the letters above the hole that was made and that letter is taken out of the word play.
8. For each word the Volunteer “destroys,” he or she is awarded 1 points.
9. If the Volunteer makes all three holes, he or she has the option of automatically receiving 5 points or following the above rules.
10. If the letter selected by the Volunteer is a vowel, the Volunteer then must roll a dice to determine how many of that vowel is taken out of the word play.

LETTER BREAKDOWN:

E × 9

A × 6

I × 5

O × 5

N × 4

T × 4

L × 3

R × 3

S × 3

D × 3

G × 3

B × 2

Q × 1

U × 2

C × 2

P × 2

H × 2

M × 2

F × 1

W × 1

V × 1

Y × 1

K × 1

J × 1

X × 1

Z × 1