

3D X Word

The All New
Family Game

3DXWORD is probably the world's first fully 3 dimensional production crossword. It may also be played in 2 dimensions. It needs no board, just a flat surface. It has almost no limit in size, numbers of players or number of pieces and is not limited to 2 dimensions or one set of rules.

The game is for 2 or more players. There is no limit to the number of players, except that it is suggested you need at least 20 pieces per player in the game.

Table version

This is played as a crossword on a flat surface.

The object of the game is for each player to build up the crossword by creating words from the letters in front of them.

The winner is the player who places into the crossword the most pieces, less a deduction for any unused pieces they have left over. All letters have the same score. Pencils and paper for scoring are needed.

1. The players place all the bricks face down on the table and mix them up in a central pool of letters.
2. The players decide who will play first by all drawing one letter from the pool. The winner is the player with an X or the letter nearest alphabetically to the letter X. A is therefore furthest away from X, and W and Y would be a draw and those two players would need to draw again.
3. Words used must be in a standard dictionary. Country names and capital cities can be added, but players should agree in advance of starting the game whether to allow them.
4. Each player draws 8 pieces from the pool of letters, and places them standing on their sides facing them and hidden from the other players. For children under 12 years old an extra letter is permitted for each year under 12, with a minimum of one extra piece for 11 year olds.
5. Play always moves clockwise to the player on the left of the player who has just played.
6. The first player creates a word from his or her letters by placing them face up on the table. Each word before being joined to the crossword, will always have its built in joiners on top and to the right in the word being made.
7. A player may either play or pass. If a player passes he/she may set aside any number of unwanted letters and draw an equal number of new letters from the centre of the table without penalty. They then put their unwanted letters back and the player on their right re mixes the letters.
8. After the first word is placed on the table, all words must join to the words already on the table.
9. Where there is an existing word on the table, such as, "brand", another player adding the letter - s (brands) or - ed (branded) will score for the whole word, not just the addition.
10. Letters played must be placed in a single line. This may result in words being formed in two directions in which case both new words formed count in full towards the score. (TO made NO and TOY see picture)
11. After playing, each player will draw more letters from the pool so that he/she has 8 letters (more for under 12 year olds) ready to play their next turn, until all the letters are exhausted.
12. Scoring is recorded for the number of letters in the word (or words) made, less any letters unused at the end of the game. The game ends when no player can make any new words. The winner is the player with the highest score.





3D version

All the rules from the table version apply, with the following additions.

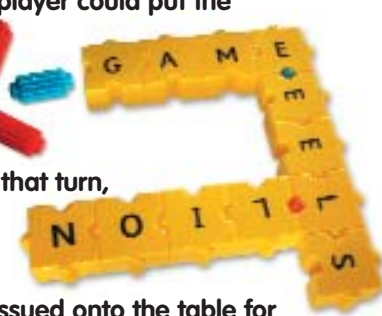
3 Dimensional building is not permitted until the number of words played is 4. If there are more than 4 players then it is not permitted until all the players have had a turn.



1. The black X pieces called Direction Changers are used to make the crossword 3 dimensional. Using one scores 3 points bonus. Any player may draw one X piece from the pool only when it is their turn and they are able to use it that turn.

2. The Direction Changer is used only when joining a letter from one word to the same letter from an adjacent word. If the word "cat" is flat on the table, a player could put the X piece into the T and place "sat" as a vertical word so that both letters "T" are joined with the X piece.

3. The red and blue Joiner pieces are optional, and are for advanced players. The players can draw a Joiner one at a time only when it is to be used in that turn. Red Joiners score a treble on the letters played that turn, and blue score double. No player may use more than 2 Joiners of each colour during one game. They are both used and score points only to make a right angle or T shaped turn. The join must be made with matching letters eg as shown E joins E or L joins L. Joiners issued onto the table for use at the start of the game are normally limited. This will be up to a maximum of (for each colour Joiner) - two Joiners less than double the number of players.



4. Vertical words can have the letters upwards or downwards but the letters must be the same way up as the word they are joined to, unless an X or Joiner piece is used.

5. Use of X pieces may even result in words being upside down. This is permitted.

6. X and Joiner pieces may be joined to any part of a word.

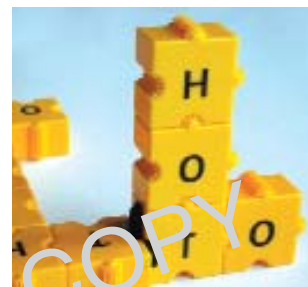
7. The score is doubled whenever a vertical word ends with a full edge flat on the table but not joined to an adjacent piece also on the table. These words called "support words" or "legs" are essential to steady large game structures.

8. If any player places a word that causes the game to unbalance, or fall over, or become unstable and twist and bend so that it touches the table other than with the full flat side or edge of a piece, the added word is removed and that player must make an alternative play.

9. Players may turn the whole game round in order to see where best to play their pieces.

10. A time allowance of 2 minutes per player is preferred but optional.

11. Scoring is recorded for the number of letters in the word (or words) made, plus any bonuses, less one point for any letters unused at the end of the game. The game ends when no player can make any new words. The winner is the player with the highest score.



If you have a situation that is not covered by these rules please email us at crossword@morphun.com with an explanation (and better still a picture). If we think you are right and we have not had this problem reported before, we will send you a free set. The latest rules (you can print off copies if you wish) and any rule changes or new versions will be posted to our web site at www.morphun.com



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WARNING:
CHOKING HAZARD
Small parts. Not suitable for children under 3 years.