



(Poker word game and TV show for children and adults)

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By

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WORDBLUFFS

(An educational tool.)

Created by
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Here is an exciting new game that will arouse children to want to learn to spell by using their imagination in creating new words by playing **WORDBLUFFS**.

Ideal for children between the ages of 10-to-16. To begin, each picks a card and the one with the highest point value becomes the opening dealer and then clockwise each will deal. It's the dealer's choice to select the game to be played, ie. "Five card WORDSKI, one card down and four open. Five card DRAWSKI, Five cards and player can draw three new cards. Seven card RUMSKI, players get seven cards and one is open, then, player may draw initial card or pick and throw. Following player may pick up thrown card or select new card. The object is to create a complete hand, three and four, or seven-letter word. Seven-card STUDSKI, two cards are dealt down and four are then opened and the last is down. Texas BLUFFSKI, two cards are dealt down, three cards are opened simultaneously and then two cards are opened. In each game there is an alternate dealer who may select game that is to be played and there are many.

The object of each game is to win by spelling the largest word, getting ten points. The first to reach a-100 points wins. A one minute sand timer allows each participant one-minute to think. Words may be challenged, the challenger reads from **WORDBLUFFS** dictionary. If there is no word, loser loses five points and challenger gains five points.

WORDBLUFFS will stimulate the child's mind enabling the joy of discovering the possibilities of creating words.

Jr. High school and high school may hold **WORDBLUFFS** tournaments. Parents and teachers may offer rewards for the winner.

A deck of 55 cards with letters of the alphabet, a number as to its point value and bars beneath letters denoting the amount of letters available listed below. I give you **WORDBLUFFS**, the newest children's spelling game. Create games of your own, its fun.

A E I O x 5 - pt value 1. N R S T x 3 - pt value 1. B C D L M P x 2 - pt value 2
F G H K V W x 1 - pt value 3. J Q U X Y Z x 1 - pt value 4. Joker x 1 - pt value 0
In case of a tie, the point value of each letter will decide the winner.

Children should be encouraged to create their own games.

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