ENTERTAINING AND EDUCATIONAL NEW WORD-MAKING GAME WITH A PLAYING METHOD UNIQUE TO THE GENRE, DESIGNED FOR PLAYERS 12+ WHO PRIOR TO SUBJECT INVENTION ENJOYED OLDER VARIATIONS OF WORD GAMES

Inventor: Murry Unell, Highlands Ranch, CO (US)

Appl. No.: 13/161,876

Filed: Jun. 16, 2011

Related U.S. Application Data

Provisional application No. 61/398,015, filed on Jun. 21, 2010.

Publication Classification

Int. Cl. A63F 9/20 (2006.01)

U.S. Cl. .................................................. 273/299

ABSTRACT

A word transforming game for fun, interaction and educational benefit for two or more players. This invention involves spelling, learning new words and the ability to discern changes in letter pronunciation. Contents include non-standard playing cards, a plurality of decks and a timer. The top of the front of each card contains one or two large-sized words, under which are additional words. The bottom of the card front contains a plurality of additional words. One player recites aloud to a second player the word(s) at the top of one card. Second player attempts to create another word by adding one letter to the given word. Second player says aloud their new word, demonstrating one letter was added and at least one letter from original word has a new sound. The new word earns points if it meets the above requirements and appears on the lower half of the card.
ENTERTAINING AND EDUCATIONAL NEW WORD-MAKING GAME WITH A PLAYING METHOD UNIQUE TO THE GENRE, DESIGNED FOR PLAYERS 12+ WHO PRIOR TO SUBJECT INVENTION ENJOYED OLDER VARIATIONS OF WORD GAMES

[0001] I claim priority to my provisional application 61/398,015 filed on Jun. 21, 2010

FEDERALLY SPONSORED RESEARCH

[0002] None

BACKGROUND OF THIS INVENTION

[0003] This invention relates to word making, changing or spelling games, and question-and-answer games, involving the use of non-standard playing cards and/or various other apparatus of play. Players win points by correctly creating words according to the rules and technique of play to be described.

[0004] A plurality of word making/changing games exists. In certain of such games (e.g. U.S. Pat. No. 4,923,199 to Hahn), players combine letters and earn points based on the length of words created.

[0005] Among popular word games, “Quiddler™” involves making words with the use of cards containing a single letter. Other games use cards containing both a letter(s) and a number(s). In “Boggle™”, words are created using dice. “Scribbles™” involves making or changing words with the use of individual tiles placed on a crossword puzzle-like board. “Bananagrams™” similarly a word-making game, uses individual tiles and a crossword puzzle-like arrangement, however without a board as the means to form words.

[0006] Prior art includes word making games using letter cards drawn or dealt to players. To further understand the background of this invention, attention is called to U.S. patent classification 273 Amusement Devices: Games; 273/272 Word or sentence; 273/292, Card or tile games or tiles therefore; 273/299, word, sentence or equation forming.

[0007] In light of the above, there is a need for a new word making, changing or spelling game that enhances the enjoyment value of such games by the addition of a second dimension. Subject invention achieves said enhancement through the combination of two requirements heretofore not available: 1) Causing the creation of a new word(s) by the addition of one or more letters to a predetermined word(s) and 2) Said additional letter(s) causes the audible sound of one or more letters in the original predetermined word(s) to change. Hence, subject invention adds the dimension of sound change to otherwise one-dimensional game styles.

SUMMARY

[0008] Subject invention uses a plurality of decks of customized, standard game-sized playing cards. The game can be played by two or more players and does not require the addition of commonly used playing devices.

[0009] Among the benefits of this invention relative to prior art is simplicity. This invention does not require a large playing space, a game board, moveable game pieces, tiles, die or dice, spinners or any manner of electrical device. The lack of such accoutrements and its small size make the action of this game quicker and more enjoyable. In addition, it is easier to manufacture and package, carry about, store, gift-wrap and ship. Further, due to the small size and play space demanded, subject invention can be played in numerous stationary situations and various types of mobile transportation.

[0010] Based on a rigorous search of prior art by the inventor, subject game has a method of play new to the field of card and word games. In the present embodiment players must change one or more predetermined 3-letter words into one or more predetermined 4-letter words by the addition of one letter to the 3-letter word(s).

[0011] The unique challenge added by subject invention is that, in addition to creating said new word(s), at least one letter in the original word(s) must change how it is pronounced or sounded in said new word(s). Players, who successfully meet this requirement, and additional requirements explained in later sections of this application, are awarded points. In the preferred embodiment, an accumulation of points is used to determine a game(s) winner.

[0012] An example of the requirement that at least one letter in a new word must change its sound or pronunciation from an original word is as follows: To the 3-letter word “lab” a player may add the letter m, thereby making the word “lamb.” In “lamb” the letter b is no longer pronounced (a legal change), thereby satisfying the game’s requirement.

[0013] In addition to a fun and challenging play experience, it is an object of subject invention to provide an educational game wherein players can expand their vocabulary through exposure to new words and the pronunciations thereof.

[0014] It is a further object of subject invention to provide a game combining elements of skill and chance.

BRIEF DESCRIPTION OF DRAWINGS

[0015] FIG. 1 is a plan view showing the non-front (back) side of the content cards used in subject invention.

[0016] FIG. 2 is a plan view showing the front of one content card style as used in subject invention.

[0017] FIG. 3 is a plan view showing the front of a second content card style as used in subject invention.

[0018] FIG. 4 is a plan view showing the front of a third content card style as used in subject invention.

DETAILED DESCRIPTION

[0019] Subject invention relates to a game that uses customized, non-standard playing cards and a novel method for playing said game.

[0020] Subject invention is an interactive, challenging and entertaining word-making and transforming game for two to six players (more if played as teams) ages 12 and up. Teams are a great way to get youngsters involved! Let them pick cards, read cards, keep score or become involved in other ways as determined by the players.

[0021] In the current embodiment, game contents are one or more decks of customized cards, each deck having approximately 55 cards. Each deck is distinguishable from the others by having a different color FIG. 1 on the non-front. A timer is provided to be used at players’ discretion. If the timer is used, time will begin as soon as the creating player is presented with a word(s) and clues. Players will supply a writing surface and a writing instrument.

[0022] Unique to this word-making invention over previous word games is that in subject invention players are required to create new words that satisfy two stipulations. First, players must make new words from preexisting words per the pre-
ferred technique of play. Second, said new words must have a
prescribed change in sound and pronunciation per the pre-
ferred technique of play. Thus, the current invention requires
an age appropriate knowledge of spelling plus having or
learning the ability to discern variations in pronunciation of
letters and/or words, rather than merely spelling skills com-
mon to current word games.

[0023] A further object that differentiates subject invention
from previous word changing or transforming games is the
requirement requiring that when at least one letter from each
original 3-letter word 30 used must change its sound when
used in a new 4-letter word 50.

[0024] For example, a player may be presented the 3-letter
word “one.” Said player may add the letter d to make the
4-letter word “done.” In such a case, however, no original
letter changed sound. (Note: “one” and “done” rhyme, indi-
cating an identical sound.) If said player added the letter b to
the word “one” making the 4-letter word “bone,” the pronun-
ciation of the letter o has changed. (Note: “Done” and “bone”
do not rhyme, indicating a different sound in the letter “o.”

[0025] In the above example, one>done will not score points,
whereas one>bone does score points.

[0026] Further unique to this word-making invention in the
preferred embodiment, over previous word games, is that in
subject invention players in a broad range of ages and skill
levels may enjoy said game because no words longer than
four letters are used.

[0027] In its present embodiment, this invention may con-
tain one or more decks of like size, shape, material and thick-
ness playing cards, each of said decks containing approxi-
mately fifty-five of cards. In a future embodiment, an alterna-
tive numbers of cards per deck may be used. Said cards
shall be vertical in nature, with the narrowest dimension
determining the top and bottom of each said card.

[0028] This invention does not rely on the traditional play-
card suits of hearts, clubs, spades and diamonds. Instead,
the front and a back of each card described shall contain
unique indicia. The fronts of all cards shall contain a plurality
of information. Such information is similar in format on each
and presented in a common design, sequence, color, loca-
tion and orientation on the card. However, the specific
content on each card shall be different. No two cards included
in this invention are identical as to all the data appearing on
their fronts.

[0029] Drawings (FIGS. 1-4) herein described are represen-
tative of the cards used in said invention. These drawings
are provided to help convey the technique by which the game
is played and not to place limitations upon future iterations.
Said drawings included in this document will use like num-
bers to identify similar parts.

[0030] Each card provided with this invention has two
sides, a back (FIG. 1), and a front (FIGS. 2, 3, 4). The backs
of all cards may contain indicia of a common design, shape
and orientation on the surface of each card. The back of one
deck provided shall be distinguished from another deck(s) by
use of a unique color or color combination. For example, the
back of one deck may be color A, while the back of another
deck may be color X. Any indicia appearing on the back of
each said card may or may not relate to the contents on the
front of such card.

[0031] The cards in subject invention shall be an uneven
mixture of content styles as seen in FIGS. 2, 3 and 4. Said
variations will be apparent on the fronts of said cards as
follows: (FIG. 2) A 3-letter word at the top and a 4-letter word
at the bottom; (FIG. 3) One 3-letter word at the top and two
4-letter words one above the other at the bottom; FIG. 4) A
pair of 3-letter words side-by-side at the top and a pair of
4-letter words side-by-side at the bottom.

[0032] The exact contents on the fronts of every card in the
one or more decks in this invention shall be unique from all
other cards. In the present embodiment, each deck or decks of
cards contains approximately the same percentage of card
styles (FIGS. 2, 3 and 4).

[0033] To further describe the front of cards used in subject
game, FIG. 2, is used as an example. Parallel with and nearest
to the top of the front of a typical FIG. 2 card shall be a 3-letter
word 30. The font size of 30 shall be larger than any other font
used on said card. Beneath the 3-letter word 30 shall be a word
or words 40 that may include a pronunciation aid and/or
definition and/or an example of usage of the 3-letter word 30.
Approximately halfway between the top and bottom edges of
said card shall appear a 4-letter word 50. Beneath said 4-letter
word 50 shall be a word or words 60 that may include a
pronunciation aid and/or definition and/or an example of
usage of 50.

[0034] To win points on a card such as FIG. 2, a “Guessing
player” must attempt to transform 3-letter word 30 into 4-letter
word 50 according to specific rules herein described. If said
second player successfully creates said word appearing on
subject card, he/she earns points. If said second player fails
to do so, his/her turn ends.

[0035] Subject invention includes a technique for playing
said game, rules for playing, scoring and winning the game.
The present embodiment of subject game shall include an
optional timing device for setting a predetermined period of
time for a player to make their guess(es) and to prevent
players or teams from prolonging playing time unnecessarily.
In an alternate embodiment, such timing device may be
excluded or its design altered.

Prefered Technique of Play

[0036] In order to more fully understand the technique of
play the preferred rules are as follows:

[0037] Subject invention may be played by two or more
individual players, or a larger number of players formed into
teams.

[0038] A Player 1 is chosen by consensus of all players.
Player 1 is the “Reader,” and the player to the left of Player 1
is Player 2, hereafter referred to as the “Guesser” or “Guess-
ing” player.

[0039] 1. Starting a game of two-players provides an
example of the preferred technique of play. To begin, a
predetermined player shuffles the cards in the deck(s)
intended for play. Said player then places the shuffled deck
front down in a stack, accessible to all players, said stack
thereafter called the draw deck.

[0040] a. As play proceeds, cards will be drawn from said
draw deck.

[0041] 2. Player 1 picks the top card from the draw deck.
For demonstration purposes, said top card is like content
style FIG. 2. Player 1 verbally indicates and spells aloud
the 3-letter word 30 appearing at the top of said card to
Player 2. Any words (clues) 40 appearing beneath the 3-letter
word may also be verbally indicated to Player 2.

[0042] 3. Continuing to play, the Guessing player may
attempt to guess a 4-letter word 50 by adding one letter to
the presented 3-letter word 30, keeping the original three
letters in the same sequence. Second player can create a
4-letter word by: Adding a letter before the first letter or adding a letter after the first, second or third letter.

[0043] 4. Before attempting to guess a 4-letter word, Player 2 may ask to hear the words, or clues, 60 appearing beneath the 4-letter word 50 in approximately the middle of the card. Upon hearing the clues, the aforementioned timing device is engaged. Player 2 can then announce their created word to Player 1. Player 2 will win a predetermined number of points if they guess the exact 4-letter word appearing on the card in play, which 4-letter word has been predetermined to satisfy each of the aforementioned requirements and do so before the timing device has expired.

[0044] 5. In the preferred embodiment, players shall have one opportunity (chance) to make a point-winning word. An incorrect answer will end the player’s turn. To widen players’ enjoyment of subject invention, they have the prerogative to permit more than one opportunity (chance) to create a winning word.

[0045] 6. After Player 2 ends his/her turn, Player 1 places the card just used front down on a “discard deck.” To keep the game interesting, it is recommended not to reveal missed words.

[0046] a. Player 2 then takes the top card off the draw deck and recites aloud to Player 1, repeating the sequence described in Steps 1-4. If more than two players are in the game, Player 2 recites to Player 3, and play continues as described above in a clockwise manner.

[0047] 7. To demonstrate further, the next card drawn may be content style FIG. 3. Said card will have one 3-letter word on its top half 30 and two 4-letter words 50/70 on its bottom half. The order of these words is inconsequential to playing the game. Said card will thereafter be called a multi-answer card. In this example, the reading player indicates this fact to the receiving player such by saying “double up.” If the creating player first creates either word on a multi-answer card on their first attempt, said player shall receive points. The creating player may ask to hear the words, or clues, 60/80, appearing beneath the 4-letter words on the bottom half of the card. An incorrect word ends said player’s turn. If said player correctly made either of the two words on their first attempt, he or she may then attempt to create the second word. If they are again successful, said player shall receive additional points. An incorrect word ends said player’s turn.

[0048] 8. To demonstrate further, the next card drawn may be content style FIG. 4. The top half of said card will contain a pair of 3-letter words 82 and the bottom half of said card a pair of 4-letter words 90. Said two 3-letter words shall be related in thought or meaning, for example, tin and can, or old and car. Beneath said 3-letter words may be a definition, pronunciation aid or usage example 84 of the pair of 3-letter words. The two 4-letter words 90 are not related to each other. However, in play, the guessing player must guess both words with one guess, one for each 3-letter word, and say both words aloud. If the guessing player correctly says both words 90 on the card in play, he/she will win a predetermined additional number of points.

[0049] A game may end when all cards in the deck(s) being used are played. A designated scorekeeper shall have recorded the number of points achieved by each player/team on each turn. When a game ends, scorekeeper will announce which player(s) or team(s) accumulated the highest number of points, and said player or players will be declared the game winner or winners. Players are encouraged to then begin another game.

[0050] Another winning option is available for use at the players’ discretion. In this option, a scorekeeper will record a score for each player in each of a plurality of games. At the conclusion of the agreed upon number of games, the player or players with the highest combined number of points shall be declared winner or winners.

[0051] While the above two techniques of winning are preferred in this embodiment of subject invention, they shall not limit the creativity of players from using other techniques and determining game winners.

[0052] The game primarily uses American English, meaning the English language used in the United States. Some abbreviations, acronyms and proper names are used, as are limited non-English, hyphenated and possessive words.

[0053] Some words have more than one pronunciation. For example, u-s-e is sometimes pronounced uz, as in “amuse” or us, as in “deuce.” The game cards identify which pronunciation is intended.

[0054] When some 3-letter words become 4-letter words, an original letter becomes silent, meaning it no longer has a sound. Consider the word “cob” becoming “comb.” In this example, the letter b in “cob” is no longer heard when “comb” is pronounced aloud.

[0055] Some 3-letter words have several possible correct answers. (For example, Bid can make Bird, Bind or Bide.) However, only the word(s) on the card in play will earn points. Words that otherwise meet the game’s requirements may appear on other cards later in the game.

[0056] A “deck” as described herein may consist of one deck of a plurality of cards, or two or more individual decks intermingled to create a deck having a larger plurality of cards.

[0057] The inventor of subject invention declares that wording used herein to describe aspects of this invention shall be for demonstration purposes and shall not restrict the use of alternate language in other embodiments.

[0058] To add flexibility and offer a wide variety of playing options, were subject invention to contain four decks of cards as herein described, said decks would enable players to play 15 different games by using one deck up to four decks without repeating a contest. Here’s how:

Having thus far described the nature of subject invention, what is claimed is as follows:

1. I claim a word changing and making card game comprising:
   a) Subject invention is distinguished from prior games in this genre wherein not only must a new word be created from a preexisting word by a player or team, but in said new word at least one letter in said word must change its sound or phonetic pronunciation when spoken aloud;
   b) I a letter can change its sound or phonetic pronunciation if it is no longer heard in the new word and when such a phenomenon occurs, said letter that is no longer heard is referred to as a “silent letter”;
   c) Subject invention is simplified compared to previous word-changing games in that it doesn’t require such commonly used elements such as a game board, movable pieces or spinning devices, a die or dice, tiles or cubes, racks, trays or cardholders or a dealer;
   d) Subject invention does not require players to hold multiple cards simultaneously, making it easier for younger players to participate in subject invention;
d) The compactness of subject invention has a further benefit in that it can be enjoyed on a very small semi-rigid play surface in a home-like setting, in moving vehicles or on the ground in picnic or camping situations; e) Subject invention is safer for children in that it does not utilize small pieces frequently referred to as “choking hazards;” f) One or more decks containing a plurality of like size, shape, material and thickness custom playing cards, each having a front and a rear side; g) A common design and arrangement of elements shall appear on the fronts and backs of all cards; h) Wherein the rear of all cards in each of the one or more decks shall be similar in color and indicia and no individual deck shall have the same color on its back as any other deck; i) In the preferred embodiment there may be one or more words on the backs of said cards, which words may not be in specific reference to the words appearing on the fronts of said cards; j) Wherein the fronts of all cards shall contain a plurality of information; k) Subject invention shall use the English alphabet wherein the majority of words used will be words of the English language, meaning the dialect of English as spoken in North America; l) Subject invention may use words of a non-English language or origin, slang, abbreviations, acronyms, proper nouns and/or words containing punctuation marks such as apostrophes or hyphens; m) A preferred objective of winning subject game is by the accumulation of points without limiting the creativity or experience of players from utilizing other ways to determine a game winner(s).

2. The method of claim 1 further comprising the preferred embodiment being designed for family entertainment, said preference does not restrict future embodiments designed for audiences of children, adults only, highly skilled enthusiasts of word games or other sub-sets of fans that enjoy playing word related games.

3. The method of claim 1 further comprising the preferred embodiment relying on 3- and 4-letter English words, said reliance does not restrict a future embodiment from relying on words containing different numbers of letters or in a language other than English.

4. The method of claim 1 further comprising an educational value in playing subject invention wherein said game not only widens the vocabulary and spelling skills of players, but also teaches that various letters in the English language sound different when spoken aloud in certain word-making combinations.

5. The method of claim 1 further comprising a timing device calibrated for a predetermined length of time to define the duration of each player’s or team’s turn.

6. The method of claim 1 further comprising the flexibility to add to the enjoyment, challenge and play options of subject invention wherein players may alter said rules and sequence of play to a method(s) of their choosing.

7. The method of claim 1 further comprising the lack of the multiple elements required by other entries in this field enables subject invention to be manufactured, packaged and transported less expensively, thereby making it more appealing to those in the industry who may produce and market the game of subject invention.

8. I claim a game comprising the following in the preferred embodiment:
   a) On a card like FIG. 2, at the top of said card shall be one 3-letter word 30 in a font size larger than any other word on said FIG. 2 card;
   b) On a card like FIG. 2 directly beneath the 3-letter word, shall be a plurality of words 40 called “clues” that may include a dictionary definition and/or a pronunciation aid and/or a usage example of the 3-letter word on said card;
   c) On a card like FIG. 2, directly below the plurality of words cited in b) will be a single 4-letter word 50;
   d) On a card like FIG. 2, directly beneath 4-letter word 50, shall be a plurality of words 60 called “clues” that may include a dictionary definition and/or a pronunciation aid and/or a usage example of the 4-letter;
   e) On a card like FIG. 3, at the top of said card shall be one 3-letter word 30 in a font size larger than any other word on said FIG. 3 card;
   f) On a card like FIG. 3 directly beneath the 3-letter word, will be a plurality of words 40 called “clues” that may include a dictionary definition and/or a pronunciation aid and/or a usage example of the 3-letter word on said card;
   g) On a card like FIG. 3, directly below the plurality of words cited in f) shall be the first of two 4-letter words 55;
   h) On a card like FIG. 3, directly beneath said first 4-letter word, will be a plurality of words 65 called “clues” that may include a dictionary definition and/or a pronunciation aid and/or a usage example of said first 4-letter word;
   i) On a card like FIG. 3, directly below the plurality of words 65 cited in h) will be a second 4-letter word 75;
   j) On a card like FIG. 3, directly beneath said second 4-letter word, will be a plurality of words 85 called “clues” that may include a dictionary definition and/or a pronunciation aid and/or a usage example of the second 4-letter word;
   k) On a card like FIG. 4 at the top of said card shall be two side-by-side 3-letter words 82 in a font size larger than any other word on said FIG. 4 card;
   l) On a card like FIG. 4, directly beneath the two 3-letter words shall be a plurality of words 84 called “clues” that may include a dictionary definition and/or a pronunciation aid and/or a usage example of the two side-by-side 3-letter words;
   m) On a card like FIG. 4, directly below the plurality of words cited in l) shall be two side-by-side 4-letter words 90;
   n) On a card like FIG. 4, directly beneath said two 4-letter words, shall first be a plurality of words 92 that may include a dictionary definition and/or a pronunciation aid and/or a usage example of the first 4-letter word, followed by a second plurality of words 94 that may include a dictionary definition and/or a pronunciation aid and/or a usage example of the second 4-letter word.

9. According to claim 8, the plurality of cards in subject invention shall be unevenly divided among FIGS. 2, 3 and 4;

10. I claim a technique of playing a game according to subject invention as follows:
   a) Whereas subject invention can be enjoyed equally by two or more individual players or multi-player teams,
those intending to play may determine whether the ensuing game(s) will be contested by individual players or, teams;

b) A player shall become the Scorekeeper who shall record points earned by each player or team and announce the winner of the one or more games played as determined by the players or teams competing;

c) One player shall be designated to shuffle and intermingle one or more decks of specialized playing cards, then laying said shuffled, intermingled deck, hereafter called the “draw deck,” face down in a stack accessible to all players/teams;

d) One player shall be designated Player 1, hereafter referred to as the Reader and the player to the left of Player 1 shall be Player 2, called the Guesser or Guessing player;

e) Player 1 begins play by taking the top card off the draw deck, which for demonstration purposes shall look like FIG. 2, then reads aloud and spells to Player 2 the 3-letter word 30 and the plurality of words 40 shown below said 3-letter word;

f) After Player 1 reads aloud the 3-letter word and clues to Player 2, the optional timing device shall be engaged for the predetermined length of time;

g) Before Guessing, Player 2 may ask to hear the clue 60 appearing beneath the 4-letter word 50 on said card;

h) Upon hearing the 3-letter word and related clues 30/40, Player 2 attempts to guess a 4-letter word from the 3-letter word by adding a letter before the first letter or after the first, second or third letter of said 3-letter word;

i) In said 4-letter word, at least one of the letters in original 3-letter word must change its sound or phonetic pronunciation as demonstrated when said 4-letter word is verbally indicated aloud, and upon the addition of said one letter, the sequence of the original three letters may not have changed;

j) Player 2 shall earn a predetermined number of points if the 4-letter word 50 guessed satisfies the aforementioned requirements, appears on the card in play and their guess was made before the timing device expired;

k) The turn of Player 2 ends by winning said points or by making an incorrect guess;

l) Play will continue with Player 2 becoming the Reader and the player to his/her left the Guessing player;

m) The new Reader shall remove the top card off the draw deck, which for demonstration purposes shall be like FIG. 3, then read aloud and spell to the Guessing player the 3-letter word 30 on the top line of said selected card, followed by the plurality of words 40 below said 3-letter word;

n) When a FIG. 3 card is taken from the draw deck, the Reader shall indicate same to the Guessing player with a statement approximating “This card has two chances to win points.”

o) After the Reader reads aloud the 3-letter word and clues, the optional timing device shall be engaged for the predetermined length of time allowed;

p) Upon hearing the 3-letter word 30 and related clues 40, the Guessing player attempts to guess either of the two 4-letter words 55/75 from the 3-letter word previously recited by adding one letter before the first letter or after the first, second or third letter of said 3-letter word;

q) The guessing player may ask to hear the clues 65/75 beneath each 4-letter word on said card;

r) In the guessed 4-letter word, at least one letter in the original 3-letter word must change its sound or phonetic pronunciation as demonstrated when said 4-letter word is verbally indicated aloud and the sequence of the original three letters not have changed;

s) To earn a predetermined number of points, the Guesser must guess either of the two 4-letter words 55/75 appearing on the card and if said guess satisfies the aforementioned requirements and was made before the timing device expired;

t) If the Guessing player fails to correctly guess either of the 4-letter words in the predetermined amount of time, his/her turn ends;

u) If either of the 4-letter words 55/75 was correctly made, the player may earn additional points by guessing the second 4-letter word on subject card;

v) After the timing device is reset, the Guessing player must guess the remaining 4-letter word, doing so before the timing device expires;

w) The turn of Guessing player ends by winning points or by making an incorrect guess;

x) Play continues with Guessing player becoming the Reader and the player to his/her left becoming the Guessing player;

y) The new Reader shall take the top card off the draw deck, which for demonstration purposes shall look like FIG. 4, and reads aloud then spells to the Guessing player the two side-by-side 3-letter words 82 and the plurality of words 84 below said 3-letter words;

z) After Reader recites the plurality of words 84 the optional timing device is engaged for the predetermined length of time;

aa) The Guessing player may ask to hear the clues 92/94 appearing beneath each 4-letter word on said card;

bb) Upon hearing the two 3-letter words and clues, Guessing player must attempt to guess both side-by-side 4-letter words 90 at the same time by adding one letter before the first letter or after the first, second or third letter of each 3-letter word;

cc) In each guessed 4-letter word, at least one letter from each original 3-letter word must change its sound or phonetic pronunciation as demonstrated when each 4-letter word is verbally indicated aloud, and upon the addition of one letter, the sequence of the original three letters in each word shall not have changed;

dd) To earn a predetermined number of points, the Guesser must get both 4-letter words 90 on the card in play according to the aforementioned rules before the timing device expires, meaning the turn of Guessing player ends by winning said points or by making one or more incorrect guesses.

10. The method of claim 9 further comprising, if players elect not to use said optional timing device, they may allow as much time as they agree upon for a player to attempt to guess a word or words as described in the accompanying rules.

11. The method of claim 9 further comprising a game shall end when all the cards in the draw deck have been played resulting in the player(s) or team(s) with the highest accumulation of points being declared the winner(s).