

CAMBRIDGE

A word game for two to five players
Design by Brendan Herlihy

Components:

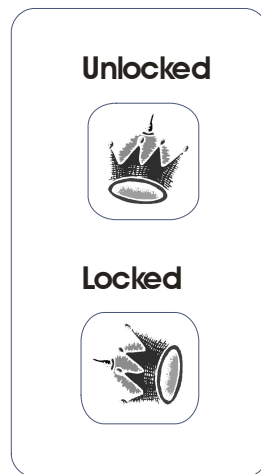
26 letter tiles, 4 Honor tiles (Crown, Colt, Joker and Gift) & 5 player tokens. You supply pencil and paper to keep score.

I. SETUP

- 1) Randomly deal the tiles face-up in a 5x6 array. A typical board setup is shown below



- 2) Locate each honor tile and twist it 90 degrees. this denotes that these 4 tiles start the game *locked*



Each player then chooses a word of at least five letters and no more than nine letters (no abbreviations, words with punctuation or proper names). They write that word down secretly and keep it face-down in plain sight. They then write down a number of dashes equal to the number of letters in that word for the other players to see (similar to Hangman).

Example: You choose the word superb, write it down, turn the piece of paper over, write six blank spaces - - - - - and are ready to play.

Randomly determine who goes first. Play proceeds clockwise.

The player who goes last takes the token of the player who goes first and places it on any letter tile on the board. The player who goes first then takes the token of the player going second, and places it on a letter tile unoccupied by another token. Then the second player puts the third player's token on an unoccupied letter tile, and so on until all player tokens are on the board.

II. PLAY

Each player on their turn may *either*: a) Move, or b) Guess.

A) Move

If you choose to Move, move your token onto any adjacent unlocked tile. If you were on M, legal moves are shown below:



Adjacent tiles are tiles that border each other vertically or horizontally (not diagonally).

If the tile you move onto is face-up, you get that tile's *Benefit*, then flip the tile face-down. If the tile is already face-down, your turn is over.

You may move onto a tile occupied by an opposing player. Nothing special happens in this case; both tokens simply occupy the same tile. If it is the opening move and the tile is face-up, the player who moved onto the tile gets its benefit and flips it over normally.

If you flip a tile over that is adjacent to an Honor tile, check all tiles adjacent to that Honor. An Honor becomes *unlocked* when two or more tiles adjacent to it have been flipped face-down. If this condition has been met, twist the honor tile back to an upright position to denote it is now *unlocked*. Any player may now move onto that Honor tile and claim its benefit.

1. Tile Benefits

a. Letter Tiles

When you land on a letter tile, each player (including yourself) reveals each and every instance of that letter in their word by writing it down in the appropriate dash. For each player (including yourself) that does not have that letter in their word, you get 1 point. This point award is called a *tithe*.

If as a result of choosing your letter, an opponent reveals their last hidden letter, that player is out of the hand, and you get an additional 10 points. If you reveal your own word this way, you are out of the hand, but do not get additional points.

b. Honor - Colt

When you land on the Colt, you may move your token onto any face-up letter square on the board, get its *Benefit* and flip it over.

c. Honor - Gift

When you land on the Gift, you receive 2 points for each person playing. This is regardless of whether they are currently out of this hand. For example, in a 4-player game, the benefit of the Gift is 8 points.

d. Honor - Joker

When you land on the Joker, choose two face-up unlocked tiles on the board (other than the Joker) and exchange their positions. The tiles may be letters or honors as long as they are unlocked and face-up.

e. Honor - Crown

When you land on the Crown, choose any blank dash in any opponent's word. That player must reveal that letter in their word. If it is their last unrevealed letter, you get 10 points. Your opponent is not required to fill any blank dashes in their word other than the one you designated, even if other instances of that letter appear in their word. For example, if you point to their second letter, and their word is BANANA, they reveal only the first A and not the second or third one.

You may then, if you choose, take a Free Guess at that opponent's word. If you are right, they are out of the hand and you get the Guess Bonus. If you are wrong, you incur no penalty, and you are not out of the hand. You do not get another guess at another player's word if your Free Guess is right (this differs from normal procedure; see GUESS section for more details).

Later in the hand, a player may land on the letter tile corresponding to the letter you revealed with the Crown. The benefit for letter tiles states the player gets 1 point per player that does not have that letter in their word. Though your Crown letter is revealed, it's still in the word, so the person landing on that letter would not get the tithe bonus for that word. It is still mandatory, however, for any other instances of that letter in that word to now be revealed.

B/ Guess

If you think you know what an opponent's secret word is, you may forgo moving your token and instead try to guess what it is. If you are correct, that player is out of the hand and you get the Guess Bonus. You may then, if you choose, guess another player's word.

The Guess Bonus is equal to 2 points, plus 2 additional points for every player who is now out of the hand (including the player just eliminated). This means the first person whose word is guessed is worth 4 points, the second 6 points, the next 8, and so on.

If you make any incorrect guess of any player's word, you are out of the hand.

You may not guess your own word.

Out Of The Hand

You are out of the hand when your word is correctly guessed, when all letters in your word are revealed, or when you make an incorrect guess of an opponent's word (unless you using the free guess benefit from the Crown).

Players who are out of the hand remove their token from the board. All their future turns are skipped; they do not move or guess words. If their word has not yet been correctly guessed, that word is still in play. They continue to reveal letters in their word as players land on letter tiles, and opponents continue to collect tithes off that word. The word may be guessed just like any other word.

D/ Ending the Hand

Play continues until all players except one are out of the hand. At that point, if there is not winner (see Winning the game), gather the tiles, shuffle and play another hand.

All players must reveal what their word was at the end of the hand. If there is a question as to whether any player's word was acceptable, consult your agreed-upon word source. Any player who used a word deemed unacceptable by your source loses all points they gained in that hand.

If a player is shown to have not revealed all instances of a letter landed when they were required to, they lose all points they gained in that hand.

III. WINNING

At the end of each hand, check the scores. If any player has 100 points or more, then the player with the most points wins the game. In case of a tie, the player tied for high score who scored the most points on the last hand wins.

IV. VARIATIONS

The following rules variations may be added if all players agree:

Shorter/Longer Cambridge: Play to 50 or 150 points. All rules remain the same.

Fixed Hand Cambridge: Play to an agreed number of hands. High score at the end of the last hand is the winner. All rules remain the same. Ties go to the player who scored the most points in the last hand.

Blind Cambridge: Players may agree to choose their secret words before the board is dealt.

High Cambridge: Regular plurals and regular verb tenses (i.e., plurals that end in s or verb tenses that end in s, -ed or -ing) may not be chosen as secret words. GRILLS, FAXES, REBATED and WRITING would all be unacceptable secret words in High Cambridge. GRILL, REBATE and WRITE would be acceptable.

Irregular plurals or verb tenses, such as CHILDREN or MISTOOK, are acceptable.

Cambridge a Blue Panther Game

Design by Brendan Herlihy, Development by Steve Jones.

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