



Word Hunt Challenge

(RULE BOOK FOR BOARD GAME)

Chetan Champaklal Shah
(Author)

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PREFACE

The **Word Hunt Challenge** was created to provide a fun and exciting experience for entertainment and education. The idea and design of the game stem from months of creativity, testing, and fine-tuning.

In this game, you can test your vocabulary, improve your problem-solving skills, and enjoy a fun word search. The **Word Hunt Challenge** is a game of strategy and fun, perfect for both individuals and groups. One player, called the *Maker*, hides a secret word that has 3 to 6 letters, and the other player, called the *Breaker*, has to figure out what the word is using clues.

As the game progresses, the Breaker tries to solve the puzzle by using the clues, earning gold and silver points, and racing against the clock. The game isn't just about guessing; it's about thinking ahead, making smart choices, and improving your language skills.

The **Word Hunt Challenge** is a game that anyone can enjoy. There is no age limit—whether you're a child or an adult, it's perfect for players of all age groups, whether you play alone or in teams. **The Word Hunt Challenge** offers endless fun, learning, and competition. Let's get started and enjoy this exciting and educational word game!

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Word Hunt Challenge

ABOUT THE GAME:

The game, called '**Word Hunt Challenge**' is a fun cum challenging game, can be played by two individuals or two groups.

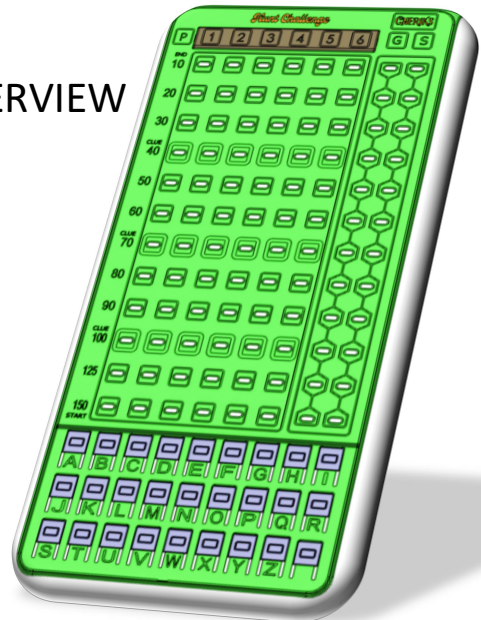
Player 1: Maker (Who chooses the word and hides the same)

Player 2: Breaker (Who guesses the word)

Maker picks a word of their choice and informs the Breaker that they have hidden a word ranging from 3 to 6 letters. The Breaker tries to find out the hidden word upon knowing its length.

CONTENTS:

- INTRODUCTION & GAMEPLAY OVERVIEW
- COMPONENTS
- ILLUSTRATIONS
- SETUP & OBJECTIVE
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- TIPS & TRICKS
- ENDGAME/ CONCLUSION



INTRODUCTION:

In this game, The Maker chooses a word with 3, 4, 5, or 6 letters (e.g., BOY, GIRL, WOMEN, FAMILY). The Breaker then tries to guess the word using hints provided by the Maker, which are marked with Gold and Silver points. It is suitable for both individuals and groups, with one participant hiding the word and another attempting to guess it.

Explore our Word Hunt Challenge Game, where words are hidden gems waiting to be found. Discover new vocabulary, test your smartness, and enjoy the thrill of the hunt with every game, making it an exciting adventure.

GAMEPLAY OVERVIEW:

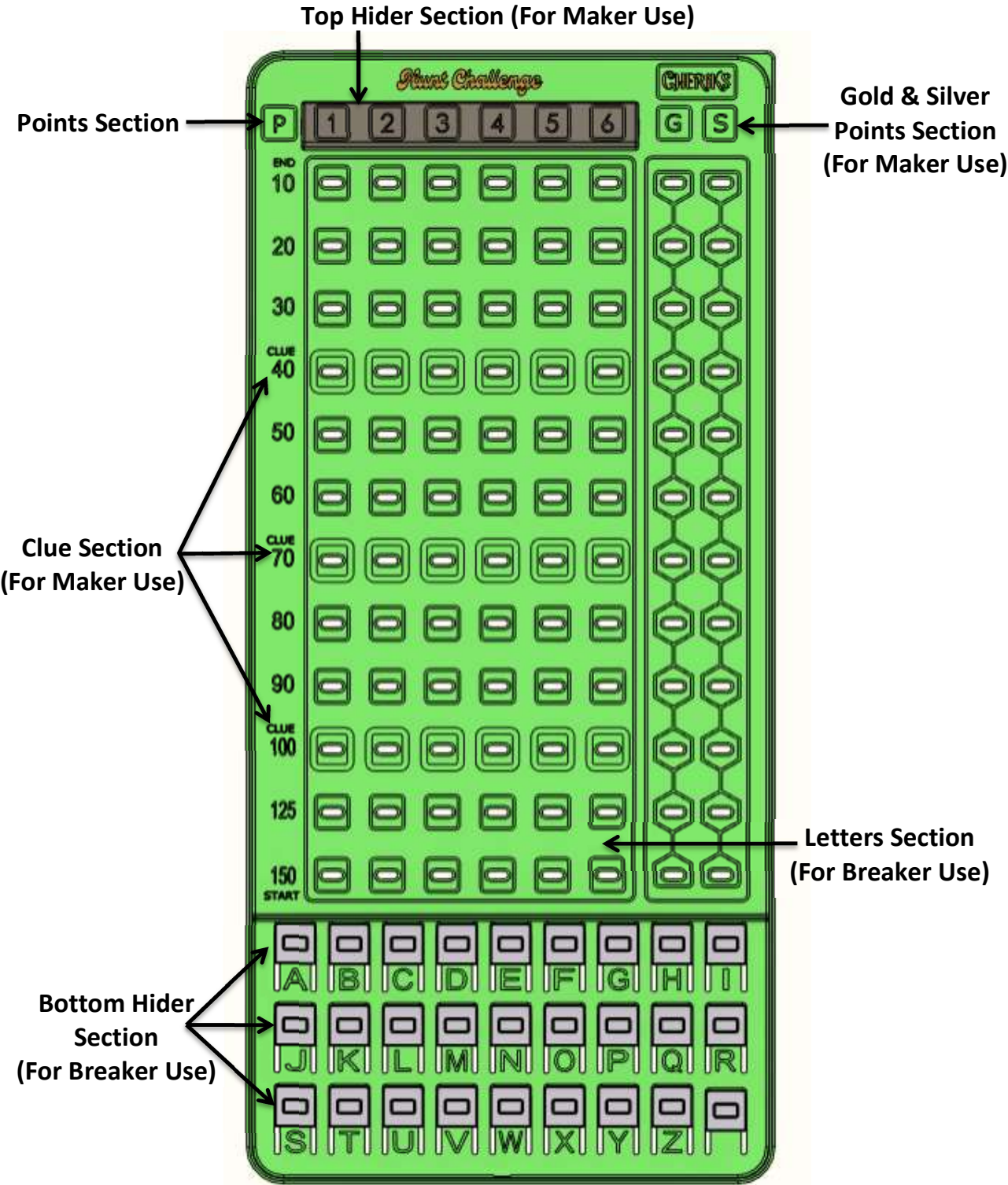
The Hunt Challenge Game can be played by one or more individuals or groups. It's simple: one player, known as the 'Maker,' hides a word of their choice, while their opponent, the 'Breaker,' tries to uncover it using their intelligence and clues provided by the Maker during the game.

COMPONENTS:

1. **Top Hider Section (For Maker Use):** In this section, the Maker can select any word and cover it so the Breaker can't see it.
2. **Letters Section (For Breaker Use):** This area is where the Breaker places letters (alphabets) to form words based on their guesses to uncover the hidden word selected by the Maker.
3. **Gold & Silver Points Section (For Maker Use):** Here, the Maker provides feedback using gold points for correct letter placement and silver points for correct letters in wrong positions. The number of gold and silver points, ranging from 0 to 6 reflects accuracy of the word placed by the Breaker.
4. **Bottom Hider Section (For Breaker Use):** Is also called as Breaker Guide self-working for Breaker, Where the A to Z alphabets given with the hider. This section is used by the Breaker to search for hidden words chosen by the Maker. They can hide letters they know are not in the word, which helps narrow down possibilities and speed up the guessing process.
5. **Clue Section (For Maker Use):** This optional area lets the Breaker request clues by placing a letter in the clue line. The Maker then indicates the correct position of that letter using the clue indicator frame (gold and silver clue frame), helping the Breaker find the hidden word. However, using the clue lines ensures that the Breaker doesn't get 100 Bonus points.
6. **Points Section:** In this area, the Breaker can earn points by successfully finding the hidden word. The faster they identify the word, the more points they receive. Additionally, if the Breaker does not use any clues, they earn a 100-point bonus, which boosts their chances of defeating their opponent.

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ILLUSTRATIONS:



Word Hunt Challenge

SETUP:

- Clear the Board: Remove all letters (alphabets), Gold & Silver feedback points, and clue indicators from the board before starting the game.
- Clear Top Hider Section: Take out all letters from the Top Hider Section.
- Unhide Bottom Hider Section: Expose all bottom hiders before starting the game.
- Arrange Alphabets: Sort all letters and numerical points into their designated cover boxes before starting the game.

OBJECTIVE:

The game teaches mind reading, concentration, and goal-focused strategies, while also enhancing strategic thinking. It encourages a break from electronic gadgets and boosts memory and brain power. Master the art of uncovering hidden words while strategically concealing your own to outwit your opponents in this engaging game of Word Hunt Challenge. Enjoy fun learning and effortlessly improve your vocabulary, intelligence, and sharpness.

GAMEPLAY RULES:

1. Keep the hidden word secret: The Maker must avoid revealing the hidden word to their opponent, the Breaker, until the Breaker uncovers it independently or until the game end.
2. Maintain precision in play: Both the Maker and the Breaker must follow the game's rules and responsibilities diligently, refraining from any dishonest tactics.

SCORING:

1. The player earns points based on the value listed next to the word in the point section. If the Breaker does not use any clues, they receive an additional 100 bonus points.
2. The player can also use a stopwatch to test their speed in solving the game. Scores may be awarded based on completion time: 15 points for completing the game in 5 minutes, 10 points for completing it in 10 minutes, and 5 points for completing it in 15 minutes."

Word Hunt Challenge

TIPS:

Discover your hidden potential! Observe, plan, and surprise. Build your word skills, get creative, and take control of the board. Let anticipation lead you and punctuality help you. May the best wordsmith win.

Words (8+ years): For older kids, the word challenges help expand vocabulary, improve spelling, and boost language skills. It encourages critical thinking as they guess and form words, making it a great way to reinforce classroom learning.

TRICKS:

- Effective use of vowels.
- Consider the importance of "gold" and "silver" feedback.
- Utilize the Bottom Hider section wisely, despite its initial difficulty; it can prove highly advantageous. This is also a breaker guide

END GAME/ CONCLUSION:

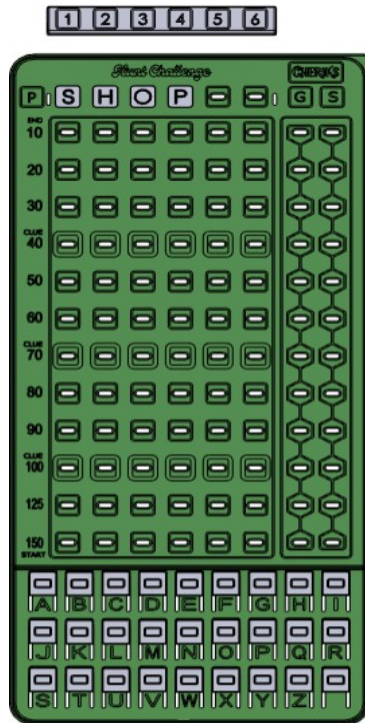
Each player can win the Word Hunt Challenge by using their anticipation, quick thinking, and problem-solving skills to uncover the hidden word. The game rewards both speed and accuracy, making it a test of not only vocabulary but also strategy. The faster a player finds the secret word, the more points they accumulate, with the points being awarded on a scale ranging from 150 to 10 points.

The point system is designed to encourage players to think quickly and act decisively. If the Breaker solves the puzzle with minimal clues or in a short amount of time, they will receive the maximum score of 150 points. As the game progresses and more clues are needed or the time runs out, the score decreases, with the lowest score being 10 points.

The player with the highest total points at the end of the game is declared the winner. This scoring system adds an element of competition and urgency, motivating players to keep improving their language skills, hone their problem-solving strategies, and learn to think on their feet.

Ultimately, the Word Hunt Challenge is not just about finding the word—it's about using anticipation and quick thinking to navigate through clues, earn the most points, and claim victory in this engaging and educational game. Whether playing solo or in teams, the excitement of trying to beat the clock and outsmart your opponent makes every round a thrilling experience.

HOW TO PLAY

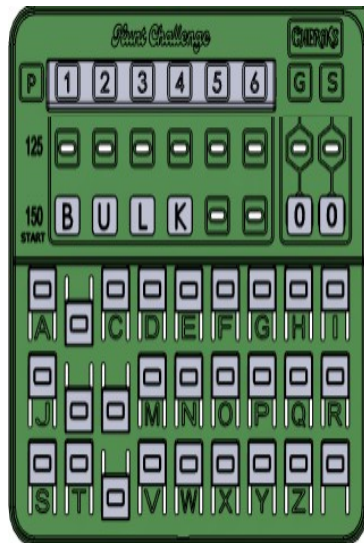


Step 1: Word Selection by the Maker.

The **“Maker”** chooses a secret word and hides it in the Top Hider Section.

For Example: If the word is **“SHOP”** it should remain hidden from the **“Breaker”**.

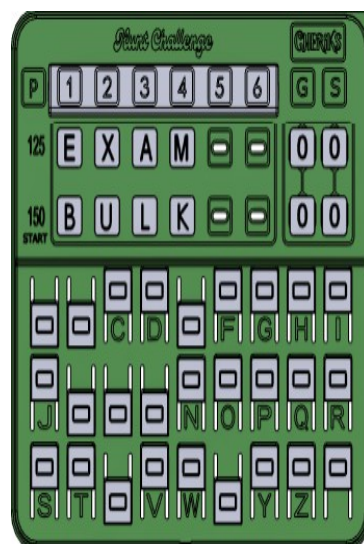
HOW TO PLAY



Step 2: Initial Guess by the Breaker.

The **“Breaker”** makes an initial guess by placing any word in the Letters Section.

For instance, if **“Breaker”** guesses the word **"BULK"** none of the letters match the hidden word.

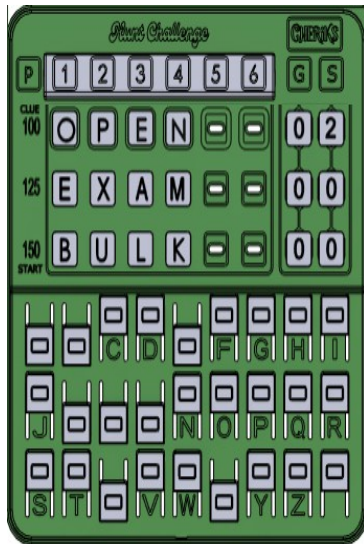


Step 3: Narrowing Down Possibilities.

The **“Breaker”** continues guessing to gather more information.

The **“Breaker”** tries to guess the word **"EXAM"** to check for additional matching letters.

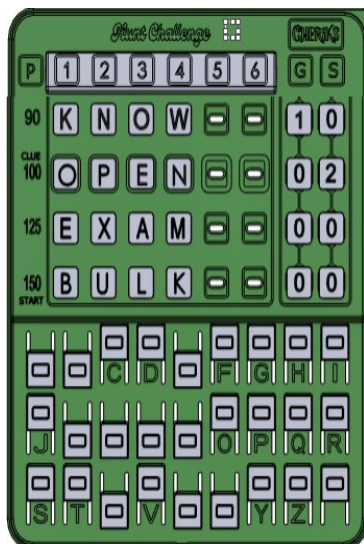
HOW TO PLAY



Step 4: Receiving Feedback for Guesses.

When the **“Breaker”** guesses **“OPEN”** they might discover that 2 letters match but are in the wrong positions.

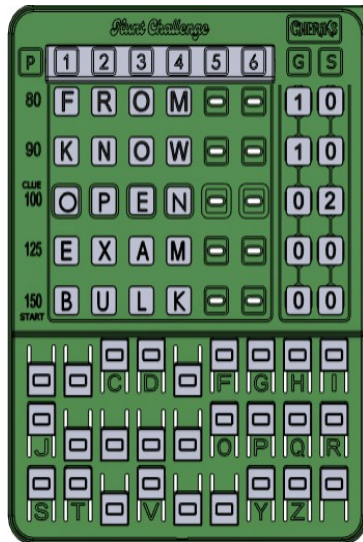
The **“Breaker”** earns 2 silver points for this information.



Step 5: Correct Position Confirmation.

If the **“Breaker”** guesses **“KNOW”** and earns 1 gold point, it means one letter is correctly positioned. This feedback helps them refine **“Breaker”** next guess.

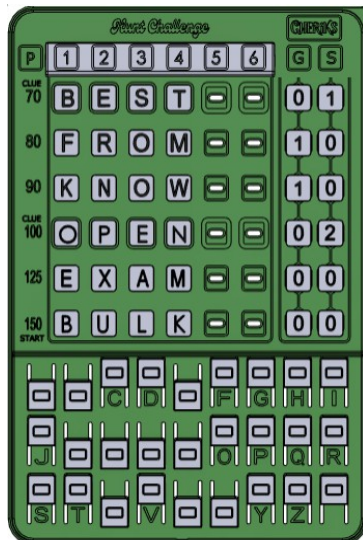
HOW TO PLAY



Step 6: Confirming Positions of Known Letters.

The **"Breaker"** then guesses **"FROM"** confirming the letter **"O"** is in the correct place.

This reinforces their understanding of the hidden word's structure.

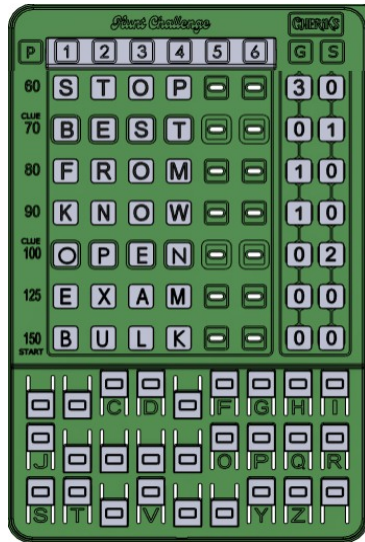


Step 7: Further Guesses and Points.

Next, the **"Breaker"** guesses **"BEST"** receiving a silver point for one correct letter in the wrong position.

This information aids in adjusting future guesses.

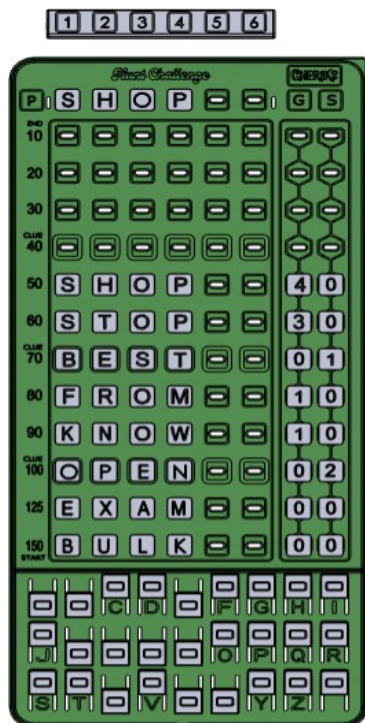
HOW TO PLAY



Step 8: High-Scoring Guesses.

When the “Breaker” guesses “STOP” earns 3 gold points indicates that 3 letters are correctly positioned.

This gives them confidence in their progress.



Step 9: Final Guess and Victory.

Finally, the “Breaker” guesses word “SHOP” and successfully identifies the hidden word.

This concludes the game, and the “Breaker” celebrates their victory!