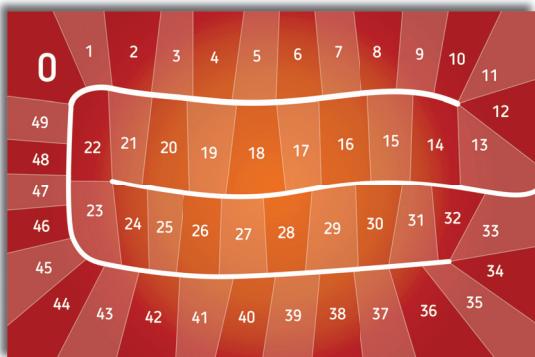




The Only Word
IGNEOUS
word association game!

Find the Only Word clue for several words of your card.
Be the first to guess the clues, hit the targets and avoid hazardous trapwords!
2-8 players, 1200+ English and Russian words, 2 modes and 100+ hours of play.

COMPONENTS



1 Score track



86 double-sided Word cards
(79 x 120 mm)



5 Player pads (79 x 120 mm)



5 markers to make
notes on Player pads



3 Challenge tokens



5 Player meeples

NEW FEATURES OF «THE ONLY WORD IGNEOUS» EDITION

If you are familiar with the original version of «The Only Word», you will be pleased to find out that:

● **The Only Word: Specific Targets** rules (both the Competitive and Cooperative Modes) match the original game rules. You may play the game with the new Word cards according to the same rules and without the additional components (i.e. the Score track, Player pads, and Challenge tokens).

● **The Only Word: Hazardous Traps** is a new game mode. The task numbers indicate not the words that must be clued and guessed, but quite the opposite – trap words that must be avoided. You may give clues only to the rest of the words (not ‘trapped’ ones) remaining on the card. Players decide whether to give a simple clue to 2 words or take a risk and bridge together 3 or 4 words at once – while trying to prevent other players from guessing trap words. The other players try to guess the clued words at once by marking respective word numbers on their Player pads. When all the players have marked their guesses, the Clue Giver reveals the task card. Players who managed to avoid trap words move their meeples forward on the Score tracks. The game continues for a fixed number of rounds, and the player whose meeples has advanced furthermost on the Score tracks wins.



USE OF ENGLISH AND RUSSIAN WORDS

You can play The Only Word game in different ways:

- **In one language:** give clues and guess words in your native language ignoring words in the other language.
- **In both languages:** if other players know both languages, give clues in either language keeping in mind potentially different meanings of words in different languages.
- **To study a foreign language:** give clues in your first language, but guess the words only in the foreign one!

THE ONLY WORD: SPECIFIC TARGETS

Difficulty: ★★★

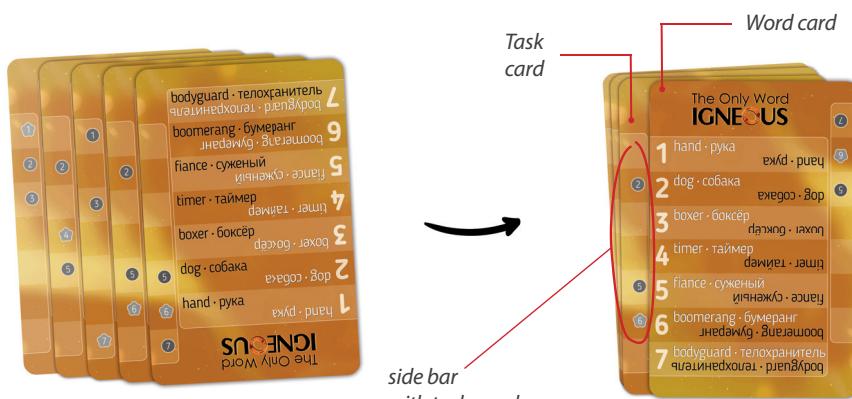
3–8 players

Game goal: get rid of all cards in hand

SETUP

To play Specific Targets mode, you will need only the Word cards.

1. Select a card side for the game: the **light side** features real-world words, while the **dark side** – words from the fantasy, adventure, and board-game world. The selected side is hereinafter called «play side».
2. Deal 9 cards to each player face-down (i.e. the non-play side up). Put extra cards back to the box.



Task numbers 2 5 6 of the Task card indicate target words of the Word card.

How to hold cards in hand:

- arrange all the cards in hand upside down (game logo is at the bottom, the task side bar is on the left);
- turn the first card upright (game logo at the top) - this is your **Word card**;
- shift the Word card slightly right to see the side bar of the second card – **Task card**.

The numbers on the Task card indicate the **target words** to be clued and guessed by the players.

Each player thinks out a **one-word clue**, an association, to bridge several target words on his card.

The player selects and gives a clue:

- for 2 words indicated by **circled** task numbers; or
- for all the **3 words**, including the star.

The clue may be any **single** dictionary word (any part of speech in any form) except for words cognate to the target ones on the card.

While playing with children, you may simplify the game by clueing any 2 or 3 words on the card ignoring task numbers.

Example: A player slightly shifts the first card right and sees the following numbers: 2 5 6. The player decides to bridge 2 words. The task numbers in circles – 2 and 5 – indicate the following words on the first card: «dog» and «fiance». The player gives a clue to these words: «Pedigree!»

The first player ready to give the clue begins the game and becomes the Clue Giver. Then the turn is passed clockwise.

PLAYING THE GAME

The Clue Giver chooses and speaks out the **number** of bridged words (2 or 3) and the **one-word clue** and reveals the card with the clued words by putting it in the center of the table. The other players look at the list of words on the card and try to be the first to guess the two or three bridged words.

As soon as one of the players is ready to speak out all the 2 or 3 clued words, they cover the card with their hand and say their guess. Remember, each player has only one try!

● All the words guessed right? Hurrah!

1) The solved card is discarded (the Clue Giver has successfully got rid of it).

2) The player who has guessed the words right discards any of their cards.

If 3 words were bridged and guessed right on the first try, the Clue Giver and the player who guessed right the task discard one additional card each.

● Some of the words are guessed wrong? The Clue Giver says the **number** of correctly guessed words, but doesn't speak them out. Other players, who haven't used their tries yet, continue guessing.

● All players used their tries and nobody guessed all the words right? The Clue Giver takes back their card and puts it at the bottom of their stack.

The Clue Giver turns upright and shifts right the next card – it becomes their new Word card.

The turn passes to the next player clockwise.

If a player may not think out a clue, they can skip the turn and put the top card at the bottom of their stack.

If a player has no cards on hand or starts their turn with 1 card, this player immediately wins!

SPECIFIC TARGETS: COOPERATIVE MODE

Difficulty: ★★★

2+ players

Game goal: score maximum victory points

Set the game up according to the basic rules.

The players choose one of them to begin the game. Then the turn is passed clockwise in sequence, and players cannot skip their turns.

PLAYING THE GAME

The current Clue Giver speaks out the **number** of bridged words (2 or 3) and the **one-word clue** and reveals the card with the clued words by putting it in the center of the table. The other players look at the full list of words on the card and try to guess the two or three bridged words by a common decision. The players have only **one try for all of them!**

● All the words guessed right? Hurrah!

1) The solved card goes to the players' victory pile (play side up).

2) Any one player gets the right to put the top card in their stack to its bottom.

3) The Clue Giver turns upright and shifts right the next card – it becomes their new Word card. The turn passes to the next player clockwise.

If 3 words were bridged and guessed right, the players may transfer 1 card from the fail pile to the victory pile.

● The common decision was wrong?

The card goes to the fail pile (play side down).

The game is over if the number of cards in the fail pile exceeds the number of players or when all players have only 1 card on hand. The number of cards in the victory pile represents the game score.

THE ONLY WORD: HAZARDOUS TRAPS

Difficulty: ★★☆

3–5 players/3–5 teams*

Game goal: score maximum victory points

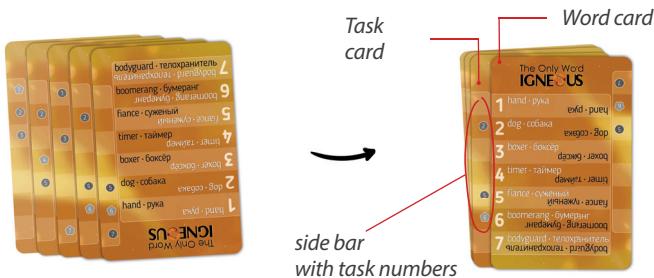
* If you play in teams, then the term “player” applies to the entire team. Each team acts together as a single player, its members may discuss their actions – but cannot give clues to other teams.

SETUP



Initial setup for 3 players

1. Players select their colors and get Player meeples and Player pads of the respective color, as well as markers to make notes on the pads.
2. Put Challenge tokens and the Score track in the center of the table; put Player meeples on the first field of the Score track.
3. Select a card side for the game: the **light side** features real-world words, while the **dark side** – words from the fantasy, adventure, and board-game world. The selected side is hereinafter called «play side».
4. Deal 5 cards to each player face-down (i.e. the non-play side up). Put extra cards back to the box.



Task numbers 2 5 6 of the Task card indicate trap words of the Word card.

How to hold cards in hand:

- arrange all the cards in hand upside down (game logo is at the bottom, the task side bar is on the left);
- turn the first card upright (game logo at the top) – this is your **Word card**;
- shift the Word card slightly right to see the side bar of the second card – **Task card**.

The numbers on the Task card indicate the **trap words** that must be avoided while making clues and guesses.

The game lasts for 4 rounds (each player makes a turn during a round). The first player ready to give a clue for the first turn becomes the Clue Giver. Then the turn (i.e. the Clue Giver role) is passed clockwise. The game is over when every player has 1 card on hand.

PLAYING THE GAME

1 GIVING A CLUE!

The Clue Giver thinks out a **one-word clue** trying to hint other players about any words on the Clue Giver's card, except for trap words.

Then the Clue Giver

- puts their **Word card** and **Task card** in stack in the center of the table so that the players could see only the upper Word card (the Task card is covered by it);
- Chooses and puts in the centre of the table one of the **Challenge tokens**: the number on the token indicates how many words must be correctly guessed by other players without 'falling' into trap words. The Clue Giver keeps the rest of the Challenge tokens.
- **after** the players read to themselves the words of the card, the Clue Giver speaks out the clue.

The clue may be any **single** dictionary word (any part of speech in any form) except for words cognate to the ones listed on the card.

The players do not touch the card in the centre of the table, to avoid moving it accidentally and seeing the Task card. The words on the cards are written in both directions for the convenience of reading. If necessary, the players may turn their Player pads in accordance with the card on the table (with number 1 or 7 at the top).

2 GUESSING!

All players (except for the Clue Giver) mark on their pads numbers of the words associated, in their opinion, with the clue; they must mark **exactly** as many words as shown on the Challenge token in play.

The first player who has marked the required number of words takes the Challenge token.

When all players have marked the words, they all reveal their pads, and the Clue Giver shifts the Word card on the table to reveal the Task card and speaks out the numbers of trap words.

No matter which words the Clue Giver was thinking about when they gave the clue! The main thing is that players do not get into traps.

The Red player marked the words «Hand», «Dog», «Boomerang». The Green player marked the words «Hand», «Boxer», «Timer». When the players revealed their pads, the Clue Giver shifted the Word card to show the Task card. The Red player got into the traps, while the Green player was successful.



3 HEADING TO THE VICTORY!

Only the players who have marked the required number of words and successfully avoided trap words guessed right the clue. The rest of the players failed.

When scoring, the players who failed to guess the clue turn their pads face down. So that everyone could immediately see who is going to move forward on the Score track.

- The Clue Giver's meeple is moved forward by the number of fields shown on the Challenge token for **each** player who guessed right the clue.
- If the players guessed right the clue, their meeples are moved forward by the number of fields shown on the Challenge token + the number of players who failed to guess the clue.
- If a player took a Challenge token and did not get into a trap, their meeple moves forward by 1 additional field.
- If nobody guessed right the clue, then all players, except for the Clue Giver, move their meeples forward by 1 field.

EXAMPLE: Helen gives a clue and plays a Challenge token with number 3 on it. Other players – Ursula, Dan, and Kate – mark 3 words on their pads. Ursula is the first to mark the words and to take the Challenge token. When the players reveal their pads, Helen's Task card is revealed as well. It turned out that Dan fell into a trap – he failed to guess right the clue. Ursula and Kate have correctly marked all the words and avoided traps. Helen, being the Clue Giver, moves her meeple forward by the number on the Challenge token for each player who guessed right the clue – i.e. by 6 fields in total. Ursula and Kate move their tokens forward by 3 fields + by 1 additional field for the player who failed to guess right. Then Ursula, who has taken the Challenge token, moves her token forward by 1 more field. As a result: Helen advances by 6 fields, Ursula by 5, Kate by 4, while Dan remains on the same field.

The Clue Giver puts the played Word card into the discard pile, takes back the Task card, turns it upright and slightly shifts right to see the task side bar of the second card. Thus this card becomes the new Word card for that player's next turn.

The turn passes to the next player clockwise – this player becomes the new Clue Giver and takes all Challenge tokens.

END OF GAME

The game is over when every player has only 1 card on hand. The player whose meeple has advanced furthermost on the Score track wins.

HAZARDOUS TRAPS: COOPERATIVE MODE

Difficulty: ★★★

2+ players

Game goal: score maximum victory points

The game is played according to the basic rules with the following differences:

- The players solve together the clue provided by the Clue Giver and suggest one joint solution;
- The players advance their single joint token on the Score track: every time the clue is successfully solved, the joint token is moved forward by the number of fields shown on the Challenge token.

The game is over when every player has only 1 card on hand.

The number of victory points on the Score track represents the game score.

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