Instructions

- **Round #1:** Four words are randomly selected to form the letter pool. We then use these letters to determine what possibile words you may discover. Use the letter pool to form words 3 and 4 charcters long.
- **Round #2:** The spelling of 4 and 5 letter words have been scrambled. Unscramble each of the words by spelling them correctly.
- **Round #3:** In this round two letters have been concealed from each word. Are you able to identify a word that fits the pattern? Give yourself extra credit if you come up with the word we selected.
- **Round #4:** It is not just words that may be scrambled. For Round #4 we have scrambled a 5, 6 and 7 word phrase. The goal is to put these back as they were originally stated.
- **Round #5:** Challenge your knowledge of words by matching the group of 6 words with their correct definition.
- **Round #6:** Put the list of 24 words into alphabetical order.
- **Round #7:** Our word square is made up of a string of words that resembles a maze. The 1st letter of the 1st word has a box around it. It is up to you to figure out if the next letter is up, down, left or right of this letter. When a letter is used it is not part of another word. The list of words for you to uncover are provided.

ROUND 1: Form Words From Our Letter Pool

3 Letter Word Game Play



4 Letter Word Game Play

ACDEEHKNORSUW

ROUND 1: Form Words From Our Letter Pool

3 Letter Word Game Play

(A)(D)(E)(F)(L)(O)(R)(S)(W)(Y)

Ado	Ads	Ale	Are	Awe	Day
Dew	Dry	Dye	Ear	Elf	Era
Fad	Far	Fed	Few	Fly	Foe
For	Fry	Lad	Law	Lay	Led
Low	Oar	Old	Ore	Owe	Owl
Raw	Ray	Red	Rod	Roe	Row
Rye	Sad	Saw	Say	Sea	Sew
Sly	Sod	Sow	Soy	Wad	War
Was	Way	Wed	Wry	Yes	

ROUND 1: Form Words From Our Letter Pool

4 Letter Word Game Play

ACDEEHKNORSUW

Ache	Acne	Acre	Anew	Arch	Cake
Cane	Card	Care	Case	Cash	Cask
Cede	Chew	Code	Coke	Cone	Cord
Core	Cork	Corn	Crew	Crow	Cure
Dare	Dark	Darn	Dash	Dawn	Dean
Dear	Deck	Deer	Desk	Dock	Doer
Does	Done	Dose	Down	Draw	Duck
Duke	Dune	Dunk	Dusk	Each	Earn
Ease	Echo	Hack	Hand	Hank	Hard
Hare	Hawk	Head	Hear	Heed	Herd

ROUND 1: Form Words From Our Letter Pool

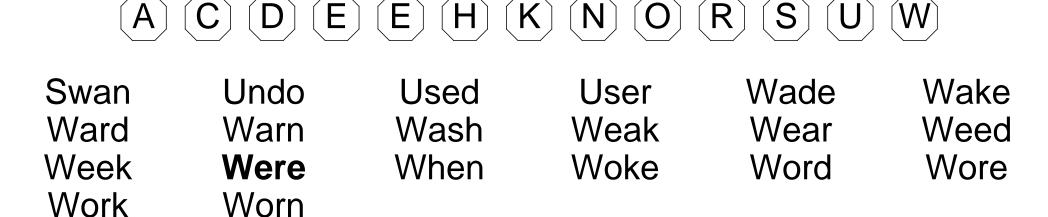
4 Letter Word Game Play

ACDEEHKNORSUW

Here	Hero	Hers	Horn	Hose	Hour
Hunk	Husk	Keen	Knee	Knew	Know
Near	Neck	Need	News	Nose	Nude
Once	Ours	Race	Rack	Rake	Rank
Rash	Read	Reed	Reek	Rend	Road
Rock	Rose	Rude	Ruse	Rush	Sack
Sake	Sand	Sane	Sank	Scan	Scar
Seed	Seek	Seen	Send	Shed	Shoe
Show	Shun	Snow	Soak	Sock	Soda
Sore	Sour	Such	Suck	Sunk	Sure

ROUND 1: Form Words From Our Letter Pool

4 Letter Word Game Play



ROUND 2: Word Unscramble: Which Words Are These?

4 Letter Word Game Play

LDOG	OEPS	WMAR	DOTL
			_

5 Letter Word Game Play

ROWEP	HETIG	STORY	VYERE
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ROUND 2: Word Unscramble: Which Words Are These?

4 Letter Word Game Play

LDOG

GOLD

OEPS

POSE

WMAR

WARM

DOTL

TOLD

5 Letter Word Game Play

ROWEP

POWER

HETIG

EIGHT

STORY

STORY

VYERE

EVERY

ROUND 3: Decode The Word

4 Letter Word Game Play

US _OE_ _AN_

5 Letter Word Game Play

__PA_K P_DA_ A_OR_

6 Letter Word Game Play

REP_A_ MAN_R_ F_RM_Y

ROUND 3: Decode The Word

4 Letter Word Game Play

US	_OE_	_AN_
Muse	Poem	Gang

5 Letter Word Game Play

PA_K	P_DA_	A_OR_
Spank	Pedal	Adorn

6 Letter Word Game Play

REP_A_	MAN_R_	F_RM_Y
Repeat	Manure	Firmly

ROUND 4: Reassemble These Catch Phrases

5 Word Phrase sophistication the ultimate simplicity is (Leonardo da Vinci)

6 Word Phrase is difficulty nurse of greatness the (William C. Bryant)

7 Word Phrase of is slow a growth success fruit (Henry Fielding)

Don't Give Up

ROUND 4: Reassemble These Catch Phrases

5 Word Phrase sophistication the ultimate simplicity is (Leonardo da Vinci)

Simplicity is the ultimate sophistication

6 Word Phrase is difficulty nurse of greatness the (William C. Bryant)

Difficulty is the nurse of greatness

7 Word Phrase of is slow a growth success fruit (Henry Fielding)

Success is a fruit of slow growth

ROUND 5: Word - Definition Match Up

- **1.** Are **A.** To turn down
- 2. Music B. Used when describing more than one
- 3. Always C. Consistent over time
- **4.** No **D.** Composed and performed by instrument or song
- **5.** Come **E.** Moving towards a place
- **6.** Be **F.** To exist, signify or represent

ROUND 5: Word - Definition Match Up

- 1. Are B. Used when describing more than one
- 2. Music D.Composed and performed by instrument or song
- 3. Always C. Consistent over time
- **4.** No **A.** To turn down
- **5.** Come **E.** Moving towards a place
- **6.** Be **F.** To exist, signify or represent

ROUND 6: Alphabetical Order

Stun	Flew	Limbo
Wary	_ Soil	Wish
_ Obscene	Timing	_ Cockpit
Direct	Wage	Resume
Fiend	Menu	Trey
_ Helpless	Freedom	Sick
Dummy	Infantry	_ Shell
Haunting	Rarity	Decide

ROUND 6: Alphabetical Order

		1	
19 - Stun	12 - Menu	Cockpit	Obscene
23 - Wary	7 - Freedom	Decide	Rarity
13 - Obscene	10 - Infantry	Direct	Resume
3 - Direct	14 - Rarity	Dummy	Shell
5 - Fiend	11 - Limbo	Fiend	Sick
9 - Helpless	24 - Wish	Flew	Soil
4 - Dummy	1 - Cockpit	Freedom	Stun
8 - Haunting	15 - Resume	Haunting	Timing
6 - Flew	21 - Trey	Helpless	Trey
18 - Soil	17 - Sick	Infantry	Wage
20 - Timing	16 - Shell	Limbo	Wary
22 - Wage	2 - Decide	Menu	Wish

ROUND 7: Word Square

Υ	K	S	Ν	G	Ε	D	Α	S	Н	3 Letter Word Art	4 Letter Word Dire
S	0		Р		S	0	L	F	Н	CEO	Grew
U	0	Р	S		C	Ε	R	Ε	U	Guy Sip	Jolt Pole
Ε	Т	0	Т	0	Y		Т	G	Ν	Sue	Vine
V	Т	M	Α	Р	U	G	Н	Α	Ν		
I	L	Ε	L	0		Y	0	C	K	5 Letter Word	6 Letter Word
I N	L O	E J	L		R	_				Cocky	Design
I N E	L O R	E J U	L D		R D	_					
	0	J U	D	E		_	С	A		Cocky Crown	Design Hunger

Slam Dunk This Round

ROUND 7: Word Square

			N						
S	0		Р		S	0	L	F	Н
U	0	Р	S		С	E	R	Е	U
Ε	T	0	T	0	Y		Т	G	Ν
V	T	M	Α	Р	U	G	Н	Α	N
	L	Е	L	0		Y	0	С	K
N	O	J		E	R	K	С	Α	R
Е	R	U	D	D	D		R	Е	Т
G	R	Е	W	N	W	0	T	L	F
N	O	M	Е	D		R	С	U	Α

1. Flash

3. Thank

5. Guy

7. Design

9. Spooky

11. Tomato

13. Jolt

15. Rudder

17. Art

19. Crown

21. Grew

2. Hunger

4. Cocky

6. CEO

8. Sip

10. Sue

12. Pole

14. Vine

16. Dire

18. Fault

20. Demon