


# AD-LIB<sup>®</sup>

## CROSSWORD CUBES

### A FASCINATING WORD GAME FOR ALL THE FAMILY

**TO PLAY :** The first player places all 13 AD-LIB cubes in the shaker and rolls them on the playing surface. The timer is then set. Using only letters appearing on the TOP surface of the cubes the player forms words across and down, crossword fashion. Only words found in a standard dictionary are allowable. Proper nouns, abbreviations, slang and foreign words are not allowed. There are two jokers, or wild sides, which are marked . The joker may be used as any letter but it has no value. If the joker is used as a common letter for two words it must remain the same letter for both words. The player may rearrange the cubes in any way he wishes during the time limit. At the end of the time limit he must stop and take his score.

**SCORING :** Total the point values of all letters used in horizontal words (across) and vertical words (down) THEN SUBTRACT the total point values of cubes not used. This gives the player's score for the round and this is recorded. Note that letters used in common with vertical and horizontal words are counted twice in scoring. The game is won by the player having the highest score after a predetermined number of turns (e.g. 3 or 4 turns) or the player first reaching a predetermined number say 200.