Axe-A-Word Score Sheet

Player _____ Game No. _____ Date _____

B C D F G H J K L M N P Q R S T V W X Y Z

Player	Word Formed	Word Score	Player Running Totals			
			1	2	3	4

Game Totals |_____|_____|_____|_____|

Description. In Axe-a-Word, players create as many words as they can by combining vowels and consonants. Can be played solitaire, but two players are optimal.
Rules of Play. 1. Each vowel (A, E, I, O, U and occasionally Y) may be used repeatedly during a game, but each vowel can appear in a word only once. Examples: TINDER, MEAT, AXE=ok, TEEM, COMPLETE=not ok (each vowel can be used only once in a word).
2. All players share a list of consonants. (See the top of the score sheet.) Each consonant can appear only once in a word and once during the entire game. Examples: EXAM, COMPUTER, FIND=ok; but CONSTRUCT, POP, STRESS, PRETTY, LILLY=not ok because a consonant is used more than once.
3. Each word created is valued at one point per letter.
4. Players alternate, each crossing off the consonants used, and records the points scored.
5. If a player cannot make a word, he can pass to the next player.
6. The game ends when all the consonants have been used or when no player can make another word.
7. A standard college dictionary serves as the word judge for spelling.

For solitaire play, the goal is to get a personal best score and to use all the consonants.