

Cross-up™

For Two or More Players

A competitive crossword game where each player fills a 25-space crossword grid, one letter at a time, building words horizontally, vertically and diagonally. All players work with the same letters. Skillful placement of letters to make longer words will earn more points. The highest score wins.

TO PREPARE THE GAME:

1. Place the CROSS-UP tray in the middle of the players so that it is convenient for all to see and reach.
2. Shuffle all the cards letters face down, mixing both decks together. Mixing both decks together will result in the following number of cards used in the game.

A — 9	H — 3	O — 8	V — 2 Double
B — 4	I — 9	P — 3	W — 2 Double
C — 4	J — 2 Double	Q — 1 Double	X — 1 Double
D — 4	K — 2 Double	R — 6	Y — 2 Double
E — 12	L — 4	S — 4	Z — 1 Double
F — 3	M — 3	T — 6	
G — 3	N — 6	U — 4	Total 108

3. Separate the cards into six approximately equal piles and place these piles, letters face up, in the compartments of the tray. (See cover illustration.)
4. Each person is given a CROSS-UP score card.
5. Each player has a pen or pencil (not supplied).
6. A dictionary should be handy — any dictionary from a small paper back one to an unabridged. Whatever dictionary selected at this stage of the game becomes the "argument settler".

OBJECT OF THE GAME:

To score the most points by forming words on the score card grid.

RULES:

1. Determine who goes first; then play continues counterclockwise.
2. Each player in his turn selects one of the six letters showing in the tray. He removes the letter from the tray, announces what it is, and places it face up on the table for all to see.
3. Each player, including the player calling out the letter, must enter that letter somewhere on his score card grid with the goal of forming words. If it is an extra value letter, circle it. Extra value letters are red with a red bar above and below the letter.
4. Letters must be written on the grid when called and cannot be changed thereafter. Give players a "reasonable" time to enter the letter.
5. When 25 letters have been called, each grid is filled. The game ends and each player totals his score.
6. If there is any dispute over which letters have been called out, the players can check with the letters laid out on the table.

CROSS-UP
WORD GAME SCORE CARD

PLAYER'S NAME _____

B	O	W	A	Y	12
O	R	H	Z	A	0
X	A	A	S	P	3
I	R	O	T	M	3
C	E	L	L	U	4

VERTICAL SCORES: 6 4 0 0 6

SCORING WORD VALUES

DIAGONAL 5 LETTER — 15 POINTS	HORIZONTAL 22
DIAGONAL 4 LETTER — 8 POINTS	VERTICAL 16
DIAGONAL 3 LETTER — 5 POINTS	DIAGONAL A-D 8
HORIZONTAL/VERTICAL 5 LETTER — 10 POINTS	DIAGONAL C-B 60
HORIZONTAL/VERTICAL 4 LETTER — 4 POINTS	TOTAL SCORE 106
HORIZONTAL/VERTICAL 3 LETTER — 3 POINTS	

SCORING:

- Diagonal 5 letter — 15 points
- Diagonal 4 letter — 8 points
- Diagonal 3 letter — 5 points
- Horizontal/Vertical 5 letter — 10 points
- Horizontal/Vertical 4 letter — 4 points
- Horizontal/Vertical 3 letter — 3 points

1. J, K, Q, V, W, X, Y and Z are EXTRA VALUE LETTERS.
2. For every extra value letter used in any word on the grid, multiply the scoring value of that word by two. (See illustration reference 1). If there are two extra value letters in a word, multiply by four (see illustration reference 2). If there are three extra value letters in a word, multiply by eight. If there are four extra value letters in a word, multiply by sixteen.
3. Total all horizontal scores and enter in the "Horizontal" space in the bottom right-hand corner of the score card.
4. Total all vertical scores and enter in the "Vertical" space in the bottom right-hand corner of the score pad.
5. Enter the diagonal scores "A-D" and "C-B" in the space provided.
6. Add and enter the total score in the space provided.
7. No points are scored for two letter words.
8. All words of three, four or five letters may be used except slang, abbreviations, hyphenated words, foreign words or proper names.
9. Refer all disputes to the dictionary selected before the game began. No credit is given for a word not in this dictionary.
10. There is no credit for a misspelled word.
11. Only one word may be scored on any one line (normally the word with the higher score value — see illustration line 1 across).
12. All letters forming a word must be in proper sequence.
13. Horizontal words must read from left to right; vertical words must read from top to bottom; diagonal words must read from "A" to "D" and "C" to "B" (see illustration).
14. Words can begin anywhere on a line, not necessarily beginning in the first space (see illustration reference 3).

WINNING THE GAME:

The person with the highest score wins the game.