

# Sum Word Game™

the part sketch, part speak, part act, party game

## Players

2-6 teams, ages 13 & up

## What You Have.

Game Board • 6 Pawns • 60-Sec. Timer • Pencil • Paper Pad  
300 Sum Word Cards • Die • Rules (you're holding them)

## Why we are here?

For fun, laughter and to be the first team to score 21 points by correctly guessing words based on their part(s) by sketching, speaking or acting them out.

## Getting Ready.

Divide into teams of two or more. Uneven teams are permitted but it's really up to you. Teams select a pawn and place it in the center of game board. This is also an opportune time to grab refreshments and place the cards, timer, pencil and paper in a central location for everyone to use during their turn.

## GAME ON!

Each team rolls the die and highest roll goes first. Turns then pass to the left. If there is a tie, we recommend a thumb war to settle the dispute. Teams elect their first giver, to speak, sketch, or act out clues for their team to guess the summed up word(s). A team's giver must

alternate AND be declared before the team rolls the die on each turn. At the start of the game, a team's first roll determines how they exit the center starting area, (example: a "3" has been rolled so the team's pawn will exit the center where it says **three** >>> and move three spaces thus landing on the act icon). Once out of the center, teams travel clockwise around the board on the icon spaces. Note: The center area is only for exiting at the beginning of the game and not used after teams have moved out of the center.

## A team's roll determines three things:

1. How many spaces to move.
2. How the *giver* gives the clues. (sketch, speak, act)
3. Which 1-2-3 or 4 part word(s) on the card to sum up.

You roll a **3** move three spaces and land on 

The giver will act clues for the "three" part word **HONESTY** on the card.



sketch



speak



act

one	TOOTH
two	IN + SALT INSULT
three	ON + NEST + TEA HONESTY
four	HILL + AIR + E + US HILARIOUS

After the pawn has moved the number rolled, the giver then draws a card and selects the one, two, three or four part word(s) that matches the number rolled. When the giver is ready, flip the timer and get it on! Remember giver's are ONLY sketching or speaking or acting out EACH individual part(s) of the complete word. It's all about the giver trying to get their team to guess the complete word based on its parts, hence the name: Sum Word Game. (duh)

Teams score 1 point for a one-part word, 2 points for a two-part word, 3 points for a three-part word(s) and 4 points for a four-part word(s). If the team is unable to correctly guess the complete word(s) that they are trying to sum up after 60 seconds, then the first team to shout out the correct answer can steal the point(s)!

### Not So Fast.

Sum Word Game is a no holds barred party game. But there are a few rules we hold dear and are as follows: Teams CAN NOT say the actual part(s) or complete word(s) unless already guessed by their team. Teams CAN NOT write the actual part(s) or complete word(s) unless already guessed by their team but can write down already guessed parts. *Example: IN+DUCK+SHIN is the three part word your summing up, if a team member says "duck" then the giver can write it down to keep track.* NOTE: Some words have more than one word that need to be "summed" up and a giver can also note there are multiple words needed for the answer. Teams CAN NOT act out the complete word unless it IS a one part word. (Remember that whole "sum it up" talk we had earlier.) Everything else is fair game. If you want to tug on your ear or sketch an ear for "sounds like" go for it! If you want to write "\_\_\_BCD" or "<B" (less than) to get your team to guess "A" then great! If you have to act the letter "A" then bend your body in an A formation! But NO sign language

for letters, that's like writing it with your fingers and it's WRONG, but kudos' to you if you know sign language. In some cases there are prefixes and suffixes used as word parts. And players can note that during their turn. During a SPEAK action the giver can say, "need a suffix" and players can guess from that clue. If during a SKETCH action the giver can write "suffix" or "prefix". And if a prefix or suffix is needed in the ACT turn then one hand is prefix and two hands is for suffix. In the end we feel that it's your game and house rules are encouraged, but should be clarified at the beginning of each game. OH, and NO writing letters or words in the air either.

### FAME

The first team to get 21 points wins! Note: The winning points can come from a turn or a steal.

ON + NEST + TEA  
HONESTY

