

Wordle

The Party Game

The New York Times **Games**



F8348



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Contents

 3 Wordle boards

 3 shields

 1 Secret Word board

 3 dry-wipe markers

 45 green tiles

 45 yellow tiles

Aim

Guess the Wordle in the fewest tries (six max). The fewer tries you need, the fewer points you'll score. At the end of the game, the player with the fewest points wins.

What's different?

- Take turns being the Wordle Host**
Each round, the Host writes down a Secret Word that everyone else tries to guess.
- Compete to solve the Wordle**
Just like the digital version of Wordle, you get six tries to guess the word. But in this game, you're competing against your friends. Aim to guess the word before them, in the fewest tries, to score the fewest points.

Play in rounds
A game consists of as many rounds as there are players. When every player has taken a turn hosting, the game ends and the player with the fewest points wins.

Get ready

- 1

Pick someone to be the Wordle Host this round.
- 2

The Wordle Host takes the Secret Word board and writes each player's name in the scoring table, starting with their own.
- 3

Everyone else takes a Wordle board, dry-wipe marker and shield. Use the shield to hide your board from opponents.
- 4

Grab some paper towels or a cloth for rubbing out.

Playing a round

- 1

The Host picks a five-letter word and writes it on the Secret Word board, without letting anyone see. They can use the word list at the end of these rules for inspiration or come up with their own word (see VALID WORDS). Once they've written a word, they flip over the board to hide it.

Wordle Host, don't pick a word that's too hard for your guessers.

- 2

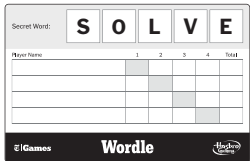
Everyone else takes their first guess, writing a five letter word in the top row of their Wordle grid.
- 3

Once you've written a word, the Host reviews your guess and places green and yellow tiles over letters as follows:

- Place a **green** tile over any letter that is in the word and in the correct place.
- Place a **yellow** tile over any letter that is in the word but in the wrong place.
- Any letters that are not covered by a tile cannot be found in the word at all.

Wordle Host, carry the Secret Word board with you and review guesses letter by letter to avoid errors in tile placement.

Made a mistake? Correct that row immediately. The guesser rubs out all the rows beneath the error and continues playing from there.



Secret Word board



Wordle board

Playing a round (Continued)

Example, if the Secret Word is SOLVE:



The letters **S** and **E** are in the word and in the correct place.
L is in the word but in the wrong place.
M and **I** are not in the word in any place.

The Host announces how many green and/or yellow tiles are given, but they must not reveal the letters.

- 4 At the bottom of their Wordle boards, players cross out any letters they used that are not in the word.
- 5 Now players guess again! Keep going until everyone has either solved the Wordle or reached six tries. (The Host announces when a player has solved the Wordle, but must not reveal the Secret Word.)
- 6 At the end of the round, the Host reveals the Secret Word and marks everyone’s scores.

Scoring

Guessers score points based on how many tries they needed that round.

- Players who guessed the Wordle score one point per try. (Ex.: If they solved the Wordle in four tries, they score four points.)
- Players who didn’t guess the Wordle score seven points.

The Host for that round doesn’t score any points.

Starting the next round

Wipe off your Wordle boards and the Secret Word, and get ready for a new Wordle! The role of Wordle Host passes down the player list on the scoreboard. If you have four players, the new Host will need to give their Wordle board, shield and marker to the previous Host so they can now guess.

Winning

Play as many rounds as there are players, so that everyone has a turn as Wordle Host. Once the game is over, add up each player’s scores from each round. The player with the fewest points wins!

Valid words

Secret Words and guesses may be any five-letter word listed in the dictionary of your choice. There are the following exceptions:

You may not write

- Plural words as a Secret Word. You may, however, write guesses that are plural.
- Proper nouns.
- Words in other languages.
- Abbreviations (e.g. THURS).
- Acronyms (e.g. POTUS).
- Free-standing prefixes or suffixes (e.g. MILLI).
- Hyphenated words (e.g. XRAYs).
- Contractions (e.g. THEYD, DIDNT).

The Wordle Host has the right to challenge any guesses. If that word doesn’t appear in the dictionary or goes against the rules above, the guesser rubs out that word and writes a new one.

Tips and tricks

Picking a good Secret Word

- Know your audience! Avoid choosing an obscure word that will frustrate guessers.
- Got some pro Wordlers? Try a challenging word, such as one with double letters or few vowels.
- If you're not sure how to spell your Secret Word, best to look it up before you write it down.
- Does a guess include multiple instances of a letter that only appears once in the Secret Word? If one of those letters is in the correct spot, code it green and leave the other uncovered. If both are in the wrong spot, code just *one* yellow.
- If everyone's struggling to make a guess, try giving a hint.

Guessing strategies

- Consider the Wordle Host's personality. What kind of word might they pick?
- Start with a word that has a lot of vowels.
- Try to use different letters in your second guess. It's all about the process of elimination.
- Watch out for those sneaky double letters. Just because a letter is green or yellow doesn't mean it won't appear again.
- Don't forget to cross out any letters you've used that are not in the word. It may be helpful to mark any letters that are in the word.
- Totally stumped? You can give up and score a seven for the round.

Accessibility

Here are some ways to adapt gameplay so it's accessible to all players.

- If the Host is colour blind or has any difficulty placing tiles, have them review letter by letter and announce if a green or yellow tile should be placed. The guesser places those tiles for them.
- For any colour-blind guessers, point out which letters have a green tile and have them underline that letter, so they know it's in the correct location.

Variations

Timed mode

Guessers taking too long? Have the Host set a 60- or 90-second timer for each guess. If a guesser doesn't write a word before time's up, they must cross out that row and move to the next one.

Fast mode

Try this for a speedier game. It plays just like the core game, except guessers race to solve the Wordle first rather than in the fewest tries. The round ends immediately when a player solves the Wordle (still within six tries). They score one point, and everyone else scores zero. At the end of the game, the player with the most points wins.

Team mode

If you have more than four players (or just want to combine brain power), team up! Play is the same as the core rules, just with teams taking turns as Host.

Board care

- 1 At the end of every game, wipe the Wordle boards and Secret Word board with a clean cloth to remove ink. If needed, you may use a clean, damp cloth.
- 2 The markers included in this game use a dry-wipe ink. Use only dry-wipe ink on the boards.

Stain advisement

Ink will stain clothing, furniture and other surfaces. Adult supervision recommended.

The New York Times Games

Since the launch of The Crossword in 1942, The New York Times has captivated solvers with word and logic games like Spelling Bee, Letter Boxed, Tiles, Vertex and more. In early 2022, we added Wordle to our collection. We offer puzzles for all skill levels that everyone can enjoy every day.

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Need a word?

ABATE	CATER	ERROR	HATCH	OUTDO	SCARE	THEIR
ABBEY	CHAMP	ESSAY	HEATH	PANEL	SEEDY	THORN
ABYSS	CHANT	EVADE	HELIX	PANIC	SERVE	THOSE
ACUTE	CHEAT	EXULT	HERON	PAPER	SHAKE	THUMB
ADOBE	CHEEK	FEIGN	HOARD	PAUSE	SHALL	TIGER
AGREE	CHEST	FERRY	HYPER	PEACH	SHAWL	TODAY
AHEAD	CHILL	FEWER	ISLET	PERCH	SHRUB	TRACE
ALLOW	CIVIC	FINER	IVORY	PICKY	SIEGE	TRIAD
ALOFT	CLICK	FIRST	JAUNT	PILOT	SKILL	TROLL
ALONE	CLOCK	FIXER	KNOLL	PITHY	SLOSH	TROPE
ALTAR	CLOTH	FJORD	KARMA	PLEAT	SLUMP	TROVE
AMPLE	CLUCK	FLAIR	KEBAB	PLUCK	SMART	TWEED
ARGUE	COAST	FLICK	LAPEL	POINT	SOLAR	ULTRA
AROMA	COMET	FLING	LAPSE	PRIDE	SOLVE	UNIFY
ASIDE	COMMA	FLOSS	LIGHT	PRINT	SONIC	UNMET
AUDIT	CONIC	FOCAL	LINEN	PROVE	SPEND	USHER
AWAKE	CORNY	FOCUS	LOOPY	PROXY	SPICY	USING
BADLY	COULD	FORAY	LOWLY	QUERY	SPIKE	VIRAL
BANAL	CRANK	FORGE	LYING	QUIET	SPILL	VITAL
BASIC	CRATE	FORTH	MAJOR	RADIO	SPRAY	VIVID
BATON	CRAZE	FOUND	MARRY	REACT	SQUAD	WATCH
BELLY	CRIMP	FOYER	MAXIM	REBUS	STAFF	WEARY
BENCH	CRUST	FRAME	MIMIC	REBUT	STAIR	WINCE
BIOME	CYNIC	FRESH	MINCE	RENEW	STAND	WORLD
BLACK	DELTA	FRONT	MODEL	REPAY	START	WROTE
BLURT	DEPOT	GAMMA	MONTH	RHINO	STEED	WRUNG
BLUSH	DIGIT	GAUDY	MOTOR	ROBIN	STINK	YEARN
BOOST	DODGE	GRADE	MOUNT	ROBOT	STORE	
BRAKE	DOZEN	GREAT	MOURN	ROGUE	STOUT	
BREAK	DRAIN	GREET	MOVIE	ROUGE	STOVE	
BRIAR	DRINK	GRIME	NATAL	ROUND	SUGAR	
BRIBE	ELDER	GRIPE	NAVAL	ROYAL	SWEET	
BRINE	EPOCH	GROUP	NYMPH	SNOUT	SWIRL	
BRING	EPOXY	GROWL	OTHER	SALAD	TACIT	
CARGO	ERODE	GUILD	OUGHT	SAUTE	TANGY	

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