



By Matt Bahntge &
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Word Wipe is a nonstop word game where 2–10+ players work together to link words through creative associations. At any time, a player thinks of a secret word that links cards on the table to the one in their hand. If the group guesses the secret word, remove those cards! If they guess wrong, add another card to the table. To win, you must wipe all the cards before time runs out!

Components

- 333 **Table Cards**
- 168 **Hand Cards**
- 3 **Hint Cards** (Being, Place, and Thing)
- 2 **Sand Timers** (30-second)

SETUP

- Place the **Hint Cards** faceup in the center of the table.
- Shuffle the **Table Cards**, place the deck facedown near the center of the table, and deal a number of cards faceup around the **Hint Cards**:

- 8 cards for an easy game
- 10 for a normal game
- 12+ for a hard game

- Shuffle the **Hand Cards** and deal 1 to each player, which they keep hidden in their hand. Place the deck facedown near the center of the table.
- Place the **Sand Timers** so they are in easy reach of all players.
- Ready a 5-minute timer on your phone.



GAMEPLAY

Word Wipe is a cooperative real-time word association game with fluid turns. When all players have had a moment to think about their **Hand Cards** and the **Table Cards**, start the 5-minute timer on your phone. If you can wipe all cards by connecting them with your **Hand Cards**, your group wins!

At any time, any player may attempt a word wipe:

1. Think of a secret word

Think of a secret word that connects your **Hand Card** to as many **Table Cards** as you can.

It must be:

- A single-word noun, including proper and non-proper nouns.
- Not yet used as a secret word in this game or on cards in play.
- Connected to your **Hand Card** and **Table Cards** in play to be word wiped.

2. Reveal your Hand Card

Place your **Hand Card** faceup in front of you and move 1 or more **Table Cards** you want to word wipe near it.

3. Flip a sand timer

As soon as you move a number of **Table Cards** near your **Hand Card**, flip a sand timer and place it near you. The group has 30 seconds to guess your secret word exactly. Synonyms do not count. Your group may make any number of guesses.

During this time, you may:

- Arrange the cards in any order.
- Tap cards for emphasis.
- Tap 1 **Hint Card** (being/place/thing) to indicate what category your word falls into. **Hint Cards** do not count as **Table Cards** and are never removed from the center of the table.

Example:



If you grouped *Mountain, Band, and Statue* with a **Hand Card** that reads “Hard,” you might be thinking of *Rock*.

Guessing and Using Hint Cards:

Players start calling out guesses:



Good guesses, but not on target. You could tap the “Thing” **Hint Card** to get them to start guessing things over places and beings.

If the team guesses correctly:

- All connected **Table Cards** are **cleared** and discarded.
- Discard your **Hand Card** and draw 1 new **Hand Card**.

If the sand timer runs out:

- Announce your secret word, which cannot be used again.
- Discard your **Hand Card** and draw 1 new **Hand Card**.
- Return the connected **Table Cards** to the center.
- Add 1 new **Table Card**.

You or another player can then attempt another word wipe.

Optional: Cycling a Hand Card

At any time, a player may discard their **Hand Card** to draw another, but must add 1 new **Table Card** to the center.

Two Word Wipes at the Same Time (for 6+ players)

A player may attempt a word wipe while one is in progress by using the other sand timer. Players may freely try to guess either secret word—a player attempting a word wipe can even try to guess the other secret word! Each attempt must use different **Table Cards**.

GAME END

If the 5-minute timer ends and any **Table Cards** remain, your group has lost. You win immediately if you clear all **Table Cards** before the 5-minute timer ends!

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