

Rules Summary:

1 - Creating the crossword grid.

On your turn:



Place a word: Choose one of the available Word cards and place it adjacent to any card or tile already on the table.

If this word creates an alignment of at least 2 words that have not yet been arrowed, **place an Arrow tile** to arrow the alignment, on one side or the other of the line of words created.

The creation of the crossword grid ends immediately once the arrow number 10 is placed AND each arrow points to an alignment of at least 2 words.

2 - Write down your associations. Each player secretly writes down, for each arrow, number which association best sums up the corresponding alignment of words.

Double and Nothing: Players place the «X» tile in front of an arrow that will not be scored and the «x2» tile in front of another arrow that will double its score.

3 - Scores and medals. The players announce aloud, the noted associations. On each of the 10 arrows, place a Seashell token with either 1-seashell side up or Perfect side up (= 2 seashells) IF enough players have announced the same association of ideas:

Number of players:	Number of players who announced the same association:	Minimum number of players who announced the same association:
2	x*	2
3 or 4	2	3 or +
5 or 6	3	4 or +

*With 2 players, you never place a token on the 1-seashell side.



Double and Nothing: Double the number of Seashell tokens received by the arrow with the «x2» tile and do not place any Seashell tokens on the arrow with the «X» tile.

Add up all the seashells placed and receive the following reward:

6-7 🐚 :

Bronze Medal!



8-9 🐚 :

Silver Medal!



10-11 🐚 :

Gold Medal!



12-13 🐚 :

AMAZING!

14-16 🐚 :

INCREDIBLE!

17-20 🐚 :

PERFECT MASTERS!

Variant: Little Crab.

To make the **game easier**, take **20 Sea cards** and **20 Crab cards** to make up the word deck when setting up.

Variant: Open Sea.

To make the **game more difficult**, take **only 40 Sea cards** to make up the word deck when setting up.

Optional rule: Personal score.



When revealing the associations, players can also write down their **personal score**.

For each association, score **as many points as the number of players who wrote the same association as you**.

If you are the only one who thought of an association, you score no points.

Double your score on the arrow with the «x2» in front of it and do not score the arrow with the «X» in front of it.

Example: "Arrow 5: Trade + Fire ?"

Melanie announces "Firefighter!", Charles "Firefighter!", David "Yes! Firefighter!", Jean-Michel "Oh no! I wrote down Blacksmith...". Melanie, Charles and David each score 3 points for arrow number 5. Jean-Michel does not score any points for this arrow.

Bonus:

You will find 5 blank Word cards in the box.

Have fun writing the words you want on them to have your own personalized version of Perfect Words!

A word from the author: Paul-Henri would like to thank Louise and Céline for their daily support. The friends, Flo, Math, Gérald, Olive... who aligned the planets to allow his first game to be released. David and Julian for believing that a new game of association of ideas had its place in the board game world.