

Conjuring Spelling Challenges

Each Player conjures Spelling Challenges, conjured from available dictionaries...or not.
Each Player conjures two Challenges times the number of Others (5 Players, 8 Challenges).
Each Player records Challenges upon folded scraps of paper, mixed and piled before themselves.

Presenting Spelling Challenges

First-Dealer deals full Rotation, challenging every First-Responder in turn.
First-Dealer arbitrarily selects one of own Spelling Challenges.
First-Dealer challenges First-Responder to left to correctly spell Challenge:

First-Responder spells correctly	Score	5
First-Responder spells incorrectly	Score	0

Incorrect? First-Dealer then same-Challenges next-left Second-Responder:

Second-Responder spells correctly	Score	3
Second-Responder spells incorrectly	Score	0

Still Incorrect? First-Dealer then Challenges Third-Responder:

Third-Responder (the last Player) spells correctly	Score	2
Third-Responder spells incorrectly	Score	0
Third-Responder opts out, penalizes Challenger for Too-Hard-a-Word	De-Score	1
Any Player reveals that the Challenge is misspelled, penalizes Challenger	De-Score	5

Regardless of consequences of Responders, First-Dealer presses on through Rotation.

First-Dealer arbitrarily selects next Challenge, begins again with the next next-left First-Responder.
And so on till the First-Dealer challenges all First-Responders through Rotation. Passes deal.

End Game

Second-Dealer arbitrarily selects folded Challenges before them, challenges next-left, etc.

Each Player deals two Rotations.

Tabulate scores...ties encouraged!