

WORGE!

What is a Worge?

A portmanteau is a word that combines the sound/meaning of two different words. Think *hangry* which combines “hungry” and “angry” or *brunch* which combines “breakfast” and “lunch”. Worge! combines the words “word” and “merge”, it’s our fun way of describing a portmanteau!

How to Play

Playing Worge is simple! You’ll just need a timer (or use your phone) and some pens and paper. Each round is broken up into three 30 second parts worth 1 point each. We recommend leaving the winning entries from each part in the middle of the table so people can easily reference them throughout the round.

Part 1

One player is designated the Worge Master (WM). The WM will draw two cards of the same color from the deck, place them on the table face up so all players can easily see them and then start the 30 second timer. Players will merge two words to create their worge using the words on the cards and write it down. Worges can be created using one word from each card or two words from the same card. When time is up the WM collects the worges, reads them to the group and chooses a favorite. The player that submitted the winning worge gets 1 point. In the example below, we’ve merged the words Thin and Innuendo.

Thinnuendo

Part 2

The WM starts the timer and players come up with a short definition for the worge chosen in part 1 and write it down. When time is up the WM collects the definitions, reads them to the group and chooses a favorite. The player that submitted the winning definition gets 1 point.

A restaurant’s way of getting you to order a healthy dish

Part 3

The WM starts the timer and players come up with a short sentence using the worge and definition from the previous parts and write it down. When time is up the WM collects the sentences, reads them to the group and chooses a favorite. The player that submitted the winning sentence gets 1 point.

Listing the calorie counts in 100 pt. font seems like
some heavy handed thinnuendo.

The next person in clockwise order becomes the new Worge Master and play continues for as many rounds as you’d like. The player with the most points at the end of the game wins!

End of Game Tie Breaker

The tied players will come up with a sentence (or short paragraph) that uses **all** the winning worges from the game. The remaining players will vote for the one they liked best and just like that, the tie is broken!