## Unguessable Words

1. The word chosen by the responding player
2. All contractions
3. Plus the following words:

| a | could | I | okay | their(s) | well |
| :--- | :--- | :--- | :--- | :--- | :--- |
| about | did | if | on | them | went |
| all | do | in | once | then | were |
| also | does | into | onto | there | what |
| am | done | is | or | these | when |
| an | for | it(s) | our(s) | they | where |
| and | from | let | really | thing(s) | which |
| any | get | like | said | this | while |
| are | got | made | she | those | who(m) |
| as | had | may | should | to | whose |
| at | has | me | so | too | why |
| be | have | mine | some | uh | will |
| been | he | my | still | until | with |
| but | her(s) | no | such | us | would |
| by | him | not | than | very | yes |
| came | his | of | that | was | you |
| can | how | oh | the | we | your(s) |

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## CMS. 608 / CMS. 864 Game Design

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