

WORDS, WORDS, WORDS

INSTRUCTIONS

AGES: 8+

PLAYERS: 2 to 4

EQUIPMENT: 110 tiles, 4 tile trays, scorepad and game board

OBJECT: Players use letter tiles to strategically form intersecting words on the game board. The player with the most points wins the game!

GAME SET-UP: Players turn tiles face down, and “shuffle” them around in a pile. Each player chooses 8 tiles and arranges them in their tray so that no other players see the tiles. Choose one player to act as score keeper during game play.

GAME PLAY: The youngest player begins the game, by forming a word from the tiles he/she has chosen. The word must be made up of at least 2 letters and must be a whole, existent word. Proper names and words (such as States, Cities, People, or Product Names) may not be used. The player then places the word on the game board so that at least one of the tiles sits on the “START” square. Words may be placed on the game board horizontally or vertically. When placing tiles on the board, players should keep in mind the bonus point areas on the game board. Tiles that are laid on a bonus point square give the players additional points. After the player has placed his/her word on the game board, the points on the tiles plus any additional bonus points are summed. This number is recorded in the player’s column on the score sheet. The player then draws new tiles from the tile pile, to bring his/her total number of tiles back to eight. All players should have eight tiles at the beginning and end of each turn.

SCORE SHEET NOTE: The total points for a player’s turn is written in the white area of the score column, while the running total can be placed in the gray area of the score column.

Play continues with the player to the left of the first player. This player takes his/ her turn at forming a word and placing it on the game board. The word must intersect (horizontally or vertically) with the word that is already on the game board. (The words will share one of the letters). This player then calculates his/her score and replenishes his/her tiles. Play continues clockwise in this way to all players. Each word placed on the game board, should intersect another word(s) already on the game board. Words must always be separated by one empty square, (as in crossword puzzles) unless they will form new words (both horizontally and

vertically). A player may pass if he is unable to place any letters on the game board.

SPECIAL TILES

BLUE TILES: These tile are standard play tiles.

ORANGE SWITCH TILES: These tiles may be switched with a tile from another player. During his/her turn, a player may give one of his/her orange tiles to another player in exchange for any one of that player’s tiles. The player who initiated the switch is allowed to choose the tile that he/she switches to take from another player. (without looking at the other player’s tiles)

PURPLE BONUS TILES: These tiles play the same as blue tiles, but they have double the point value of a standard tile.

WILD TILES: These tiles are “wild” and may be used to represent any letter in a player’s word. Once it is placed on the game board, the letter that a “wild” tile represents cannot change during the course of the game. Once a wild tile is placed on the game board, it may not be moved.

SCORING: Points for each tile are indicated in the lower right hand corner of that tile. A player calculates the sum of these points each time he/she forms a word on the game board. The point value of the “shared” letter tile of the word that the player intersects is also be added to the player’s score.

BONUS POINT SQUARES: A player may also earn bonus points for any “Bonus Point Squares” on the game board that the tile(s) of his/ her word covers. These points may only be earned the first time they are covered. “Shared” letter tiles do not receive Bonus Points from the game board a second time.

ADDING TO AN EXISTING WORD: If a player adds onto an existing word on the game board to form a new word, he/she receive points for all of the tiles in the newly formed word. Ex: If a player adds the tiles “BASE” to the word “BALL” on the game board, he/she receives the total point value of the tiles for the complete word “BASEBALL.”

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EIGHT TILE BONUS: Any time that a player uses all eight of his/her tiles in a turn, (forming an eight letter word), he/she receives 50 additional bonus points.

ENDING THE GAME: If a player uses all of his tiles and there are no more tiles to draw from the draw pile the game ends. OR If no players are able to play any of their tiles on the game board, and there are no more tiles to draw from the pile, the game ends. The sum of all players' scores are tallied. The player with the highest score is the winner.

THINGS TO REMEMBER: Don't hesitate to form two and three-letter words. It is better to use even a couple of your letters in a turn than none at all.

You may play one tile on a turn if it may be added to a word on the game board to make a new word. Ex: You may add an "S" tile to the word "PLAY" to form "PLAYS," and you will receive points for all 5 tiles in the word.



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