INSTRUCTION

254mm (10")

177mm (6.97")

6+ years

LETTER TILES

GAME OVERVIEW

In the Letter Tiles game, players create words which connect together like a crossword on the board using letter tiles of different values. Each player competes for a high score by taking advantage of the letter tiles, as well as the premium squares on the board. The player with the highest total score wins.

CONTENTS

Game board, 100 wooden letter tiles, 4 wooden tile racks, 1 storage bag for tiles, score pad and instructions.

SETUP

Place all letter tiles in the pouch, or facedown beside the board, and mix them up. Draw for first play. The player with the letter closest to "A" plays first. A blank tile beats any letter. Return the letters to the pool and remix. All players draw seven new letters each and place them on their racks.

DICTIONARY

Before the game begins, players should agree on which dictionary will be used, in case of a challenge. All words labeled as a part of speech including those listed of foreign origin, and as archaic, obsolete, colloquial, slang etc are permitted with the exception of the following: words which are always capitalised, abbreviations, prefixes and suffixes standing alone as well as words requiring a hyphen or an apostrophe.

GAMEPLAY

1. The first player combines two or more of their letters to form a word and places the word on the board to read either across or down with one letter on the centre ★square. Diagonal words are not allowed.
2. Complete your turn by counting and announcing the score for that turn. Then draw as many new letters as you played, always keeping seven letters on your rack, as long as there are enough left in the pouch.

3. Play passes to the left. The second player, and then each in turn, adds one or more letters to those already played to form new words. All letters played on a turn must be placed in one row across or down the board to form at least one complete word. If, at the same time, they touch other letters in adjacent rows, they must connect to existing ones in crossword fashion. The player gets full credit for all words formed or modified on their turn.
4. New words may be formed by:
   a. Adding one or more letters to a word or letters already on the board.
   b. Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it (See Turns 2, 3, and 4 on page 4.)
   c. Placing a complete word parallel to a word already played so the adjacent letters also form complete words. (See Turn 5 on page 4.)
5. No tile may be shifted or replaced after it has been played and scored.
6. Blanks: The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game.
7. You may use a turn to exchange all, some, or none of your letters. To do this place your discarded letter(s) facedown. Draw the same number of letters from the pool, then mix your discarded letter(s) into the pool. This ends your turn.
8. Any play must be challenged before the next player starts their turn. If the play challenged is unacceptable, the challenged player takes back their tiles and loses that turn. If the play challenged is acceptable, the challenger loses their next turn. If you think a word is wrong, you must say so before the next player starts their turn. If the word is not allowed, the player takes back their tiles and misses their turn. If the word is allowed, the player who made the challenge misses their next turn. If a player makes more than one word in a turn, all the words are checked together. If any one word is not allowed, the whole turn does not count. Only one turn is lost for each challenge. You can use a dictionary to check if a word is allowed.
9. Ending the Game: The game ends when all letters have been drawn and one player uses their last letter, or when all possible plays have been made.

SCORING

1. The scorekeeper tallies each player's score, entering it after each turn. The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.
2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.

Front

3. Premium Letter Squares: A blue square doubles the score of a letter placed on it; a green square triples the letter score.
4. Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score. If a word covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and then re-tripled (9 times the letter count). NOTE: The centre ★square is a pink square, which doubles the score for the first word.
5. Letter and word premiums count only on the turn in which they are played. On later turns, letters already played on premium squares count at face value.
6. When a blank tile is played on a pink or red square, the value of the word is doubled or tripled, even though the blank itself has no score value.
7. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word (See Turns 3, 4, and 5 on page 4.)
8. If you play seven tiles on a turn, it's a Bingo. You score a premium of 50 points after tallying your score for the turn.
9. Unplayed Letters: When the game ends, each player's score is reduced by the sum of their unplayed letters. In addition, if a player uses all of their letters, the sum of the other players' unplayed letters is added to that player's score.

HOW TO WIN

The player with the highest final score wins the game. In case of a tie, the player with the highest score before adding or deducting unplayed letters wins.

EASY PLAY TIPS

- Look for short words first. Small words (2–3 letters) are often easier to spot and can help you score quickly or open up new spots on the board.
- Try to use letters that help you build again on your next turn.
- Keep a mix of vowels and consonants on your rack.
- Check the whole board before you play so you do not miss an easy connection.

EXAMPLES OF WORD FORMATION & SCORING

In the following, the words or letters added on five successive turns are shown in bold type. The scores shown reflect the letter R being on the centre★square. In Turn 1, count HORN; in Turn 2, FARM; in Turn 3, PASTE and FARMS; in Turn 4, MOB, NOT and BE; in Turn 5, BIT, PI and AT.

Turn 1: Score 14

Turn 2: Score 9

Turn 3: Score 25

F
A
H O R N
M
P A S T E

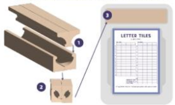
Turn 4: Score 16

F
A
H O R N
M O B
P A S T E

Turn 5: Score 16

F
A
H O R N
M O B
P A S T E
B I T

HOW TO POSITION CONTENTS WITHIN PACKAGING



⚠ **WARNING:**
CHOKING HAZARD - SMALL PARTS.
NOT FOR CHILDREN UNDER 3 YEARS.

**PRODUCT MAY VARY FROM IMAGE SHOWN.
PLEASE KEEP THE PACKAGING AND INSTRUCTIONS FOR FUTURE REFERENCE.**

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