WORD TUSSLE





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GAME SET-UP

Shuffle and place letter tiles face down on the playing surface. For games with 3 or fewer players, each player selects 10 tiles. For games with 4-6 players, each player selects 8 tiles. Place remaining tiles in a draw pile for later use.

PLAYING EQUIPMENT

 92 letter tiles:
 5: S
 2: blank

 9: A, E
 4: U, G, L, N
 1: Q, Y, Z, X

 7: I, O, R
 2: P, M, F, T, D, H, V, W, J, K
 3: B, C

GAME PLAY

- 1. To determine who goes first, each player selects a tile from the draw pile. The player with the letter closest to 'A' starts the game.
- 2. Play in a clockwise rotation.
- **3.** Once the first word is played, the following players' words must build off previously played letters.
- 4. Players should maintain the required number of tiles in their hand at all times or until all draw pile tiles have been used.
- 5. Once a word is spelled, add the tile point values to score your word. The higher the point value of each letter tile, the higher the word score.
- **6.** One player should be the designated score-keeper.
- 7. The game ends when one player plays the last of their tiles.

Words can be laid down diagonally, horizontally or vertically. Names and other proper nouns are not allowed. In order for words to count, they must be listed in a standard English dictionary.

GAME VARIATIONS

- For continued rounds of play, after a win, losing players add up the remaining points in their hand and deduct it from their score.
- For either single or multiple rounds, first player to 100 wins.
- The player with the highest score after a predetermined set of rounds wins.

SCORING

Black tiles = 1 point Green tiles = 4 points

Red tiles = 2 points Wilds = 0 points (can be used as any letter)

Blue tiles = 3 points