

SPELL

Write

Requires 2x D6 Dice to Play.



Visit us at Q4ia.com to purchase the Dry Erase version of this game.

Your objective is to fill in the grid with 2 - 4 letter words to achieve the highest score.

Prior to the start of the game, decide if you are using a recognized word list like NWL, CSW, etc...

GAME TYPES

Competitive: Players can not go back and score words they missed in previous rounds.

Friendly: Players can score words they missed in previous rounds, and players can help each other.

A GAME ROUND

One player rolls both dice (any player).

All players use the same dice rolls but will individually decide which dice to use for the row, and which one to use for the column.

You will have two letters to choose from, except for in the case of doubles where there is only a single coordinate (see "Doubles").

If a 4 and a 3 are rolled, you can choose the letter in the 3rd row of the 4th column, or the 4th row of the 3rd column on the "Letter Grid".

Looking at the "Letter Grid", each player chooses the coordinates of either dice combination, to decide which letter they want to place into their "Play Grid".

That letter is placed into any empty square in the "Play Grid", and is crossed off in the "Letter Grid".

DOUBLES

If doubles are rolled, each player can individually decide to do either A or B:

A - Use the matching set of numbers to select the single option in the "Letter Grid".

B - Re-roll one of the die.

One die will always remain the original number and will never be re-rolled.

If multiple players choose to re-roll, they will re-roll the same die as the other players.

LETTER GRID

Once players have placed their chosen letter into the "Play Grid", the letter is crossed off on the "Letter Grid".

You CAN pick a letter that has already been crossed out, but you lose a point each time you do so.



PLAY GRID

Two squares are always blacked out in the “Play Grid” and can not be used. They are obstacles.

Highlighted Squares:

Two squares in each “Play Grid” are highlighted with a bolder, thicker border.

When you place a letter in each of these highlighted squares, you may highlight a 2x2 square anywhere in the “Letter Grid”.

From this point forward, if you pick a coordinate that lands in any of those 4 squares, you can pick any of those 4 letters to use.

If a letter has already been crossed out, the same rule applies. You may still use it, however you lose a point each time you do so.

Bonus Row/Column:

Each player has one bonus row, and one bonus column on their “Play Grid”, which are yellow in colour (the print and play version also comes with a low ink version, marked with stars for b&w printing).

Each time you are scoring a word, gain 1 bonus point if one of the letters in your word falls in a square in your bonus row or column.

You can score a maximum of one bonus point per turn, even if your word is in more than one bonus square, or you are scoring more than one word.

SCORING

After writing the letter you picked into the “Play Grid”, check to see if you have created a word that is at least two letters long.

If a player forms a word or words, they announce each word they are scoring. If the word is not challenged, they fill in the dots connecting the letters of the word, and track their score on the “Scoring” table of their game sheet.

You score one point per letter in the word or words you have created, plus one bonus point if applicable.

You can score both horizontally and vertically, but can not score diagonally.

You can score left to right, right to left, top to bottom, or bottom to top.

If the word is challenged, it is looked up and scoring/penalties are resolved.

Challenging a word:

You can challenge other players’ words at any time. Using the recognized word list chosen at the beginning of the game, look up the word.

If it proves to be a valid word, the accuser loses one point. If it is in fact not a word, the player can not score it, and they lose a point.

Players should score their lower letter count words first. Once the connecting dots are filled in, they can no longer be scored. If you score “Her” and fill in the dots, you can’t go back and score “He”, because the dots are already filled in.

You can not score the same combination of letters twice. Example: you can not score both “TAR” and “RAT” with the same three letters.

One player rolls both dice, and the process repeats until 14 rounds have been played.


The player with the highest score at the end of the 14 rounds wins the game!

Each player is allowed to look up one word per game to see if they can score it. This must be done when you are trying to score the word.

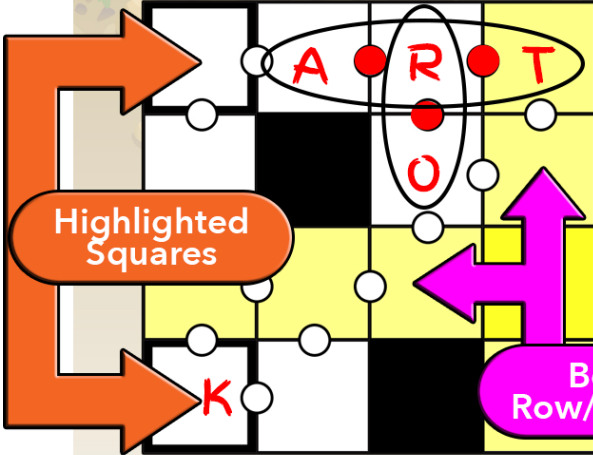
For an easier game, you may do this at the end of the game instead, to see if there are last minute points you might be eligible to score. House rules may be applied.

EXAMPLE

Below, Pat writes an “R” scoring 4 points for the word ART (3 points for the 3 letter word, and 1 bonus point for the T in the bonus column). Pat also scores 2 points for the word OR. Pat fills in the dots connecting the letters in their words to show they have been scored, and tracks their score on the “Scoring” table. Pat writes a “K” in a highlighted square, allowing them to highlight a 2x2 square in the “Letter Grid” (A, E, B and C).





Name: Pat

PLAY GRID	SCORING																																																		
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	1	2	3	4	5	6
1	A	E	I	O	U	Y
2	B	C	D	F	G	H
3	J	T	K	R	L	M
4	N	P	H	Q	S	R
5	S	T	V	W	X	Z
6	A	E	I	O	U	Y

FINAL SCORE

SPELL *Write*

QUICK REFERENCE:

- One player rolls both dice.
- Each player chooses a letter from the coordinates found on the “Letter Grid”, crosses it off, then writes it in an open square in the “Play Grid”.
- If a word is made, it is announced and potentially challenged.
- If the word is being scored, the dots connecting the letters forming the word are coloured in, and scoring occurs.
(one point for each letter in the word, plus a bonus point if applicable).
- Circle the number on the “Scoring” table of your Score Sheet to track your score.
- Repeat until 14 rounds have been played.
- The player with highest score wins!

