

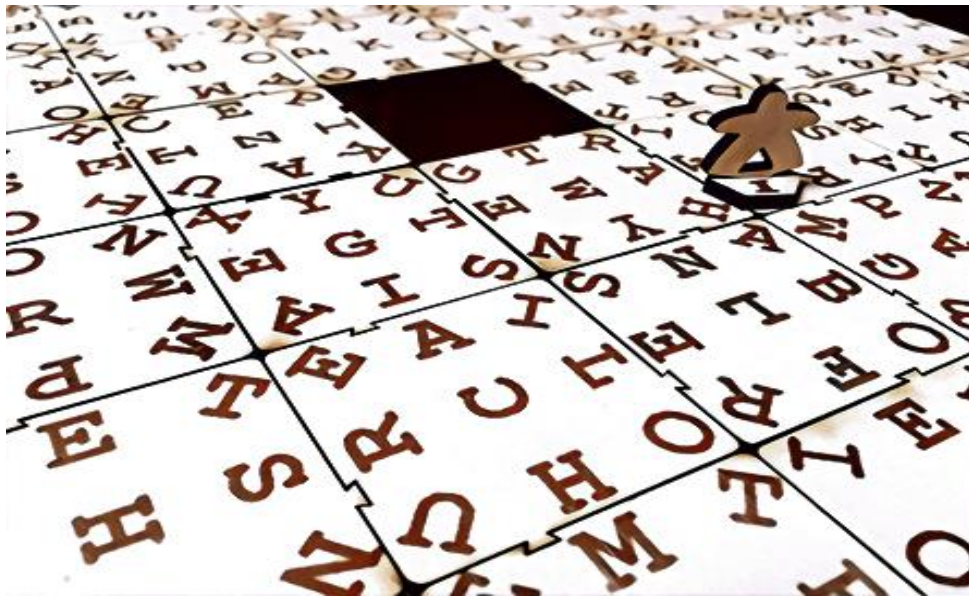
WORD RACERS

(Updated April 3, 2019)

Word Racers is a simple word search game played on letter-strewn tracks. Players compete to find words hidden among adjacent letters.

The game board can change from time-to-time making for a dynamic word search on a tabletop.

The game is compact and ideal for travel on the plane or at your cottage and makes a great solitaire brainteaser to stimulate your brain.



COMPONENTS: 52 laser-cut, interlocking wooden tiles, six position markers.

WAYS TO PLAY:

There are two methods for playing Word Racers:

- Find and race among hidden words
- Find and score hidden words.

Racing Goal: Race from one end of the track to the other finding words along the way. Be the first to win.

Scoring Goal: Find words and score points to meet or exceed a target score. Score either one point per letter or one point per vowel and two points per consonant.

SETUP:

Shuffle all the letter tiles and interlock them in at least two adjacent rows, forming one long track of any shape and size. Use the blank tiles as start and end points. Give each player a position marker and place on any blank tile. If not racing, agree upon a target score.

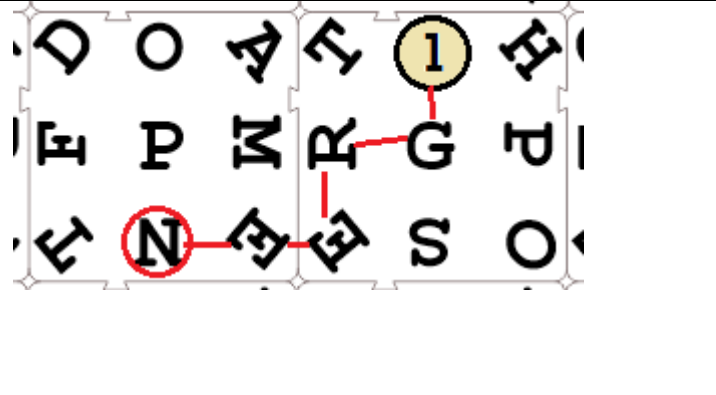
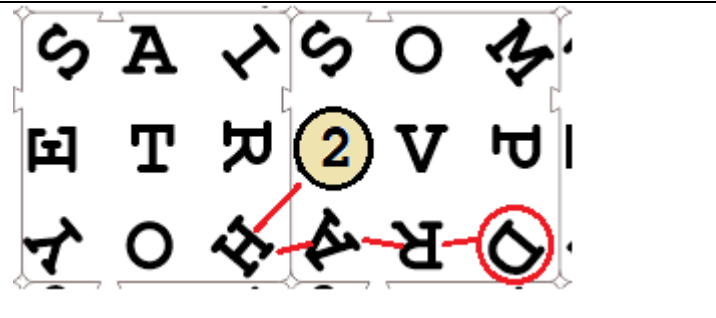
GAME PLAY:

On each turn, a player

- finds a word from consecutively, adjacent letters
- calls out the word
- moves their marker to the last letter of that word
- if not racing, score points made.

EXAMPLES OF MAKING WORDS:

Words (of two letters or more) are discovered from a marker among consecutively-adjacent letters.

<p>Player 1 makes GREEN, with the marker ending up on the “N”. TAMP, TAME and GRAM are also possible.</p>	
<p>Player 2 finds SIR and RATES, but plays HARD, with the marker ending up on “D”:</p>	

ENDING A RACE (Race Mode)

The race is over when one player’s token reaches the last tile at end of the track. Each player then has one chance left to make a word. The person closest to the end of the track is the winner. If there is a tie, the alphabetically highest word wins.

ENDING THE GAME (Score Mode):

The winner is the first player who reaches or exceeds the target score.

VALIDITY:

If the word is found in any dictionary or encyclopedia, it is deemed valid. Familiar words such as first names, product names and brand names are allowed.

Generally, however, abbreviations and acronyms should not be allowed unless agreed upon in advance.

If someone makes an invalid word that is disputed, that person loses their turn.

OPTIONAL GAME PLAY:

- Place the start markers on opposite ends and race past each other.
- Lay all the tiles in a rectangle and keep finding words until someone hits the target score
- Rebuild the track after playing each round
- 7x7 square with markers starting in the middle – visit all four corners and get back to the middle.

SPECIAL RULES:

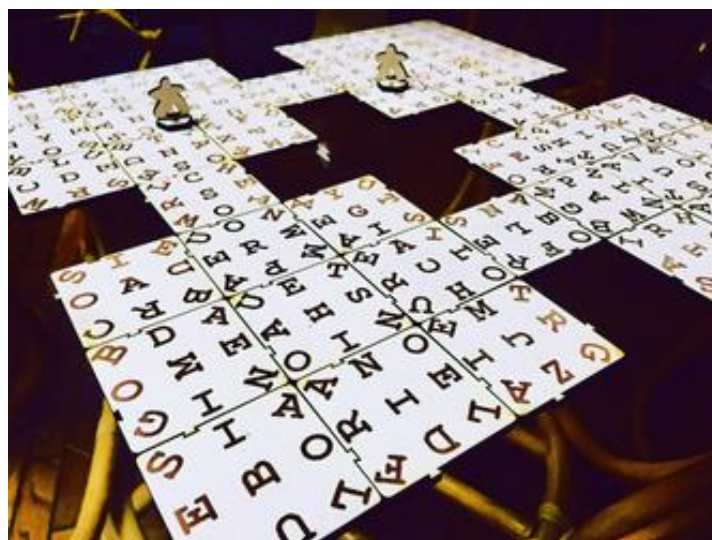
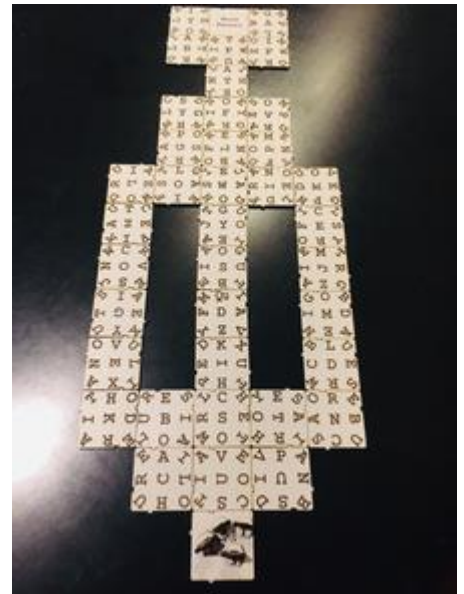
- if a word can't be made, move your token one space
- do not use the letter beneath your marker
- a word should not be repeated in the same round
- you can start and end on the same letter.

TRACK LAYOUTS:

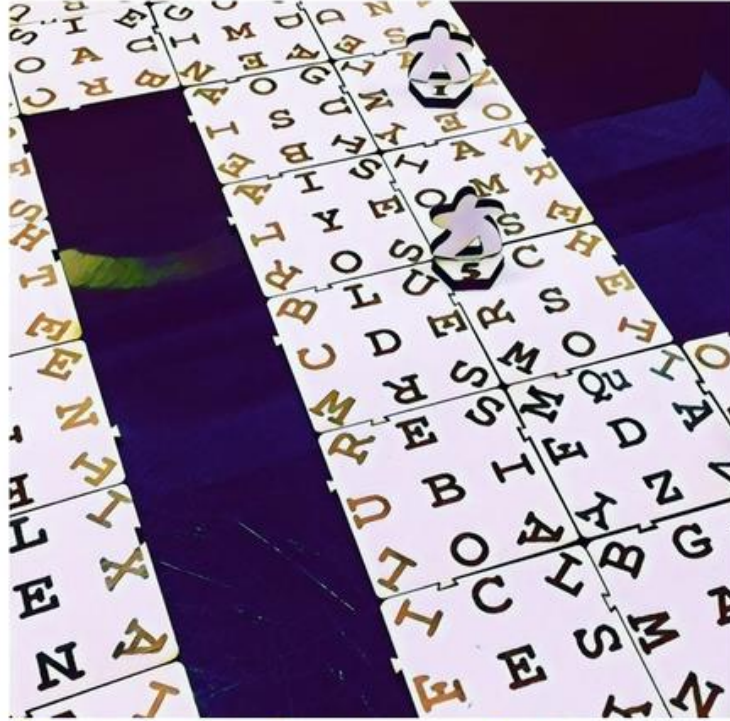
With the interlinking tiles, myriad track layouts are possible, some with shortcuts. Use your imagination to create challenging layouts.

The easiest layouts have two parallel tracks that hide more possible words.

The hardest layouts are single tracks with fewer choices for finding words.



WORD RACERS



52 LASERCUT TILES ~ 1-5+ PLAYERS

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