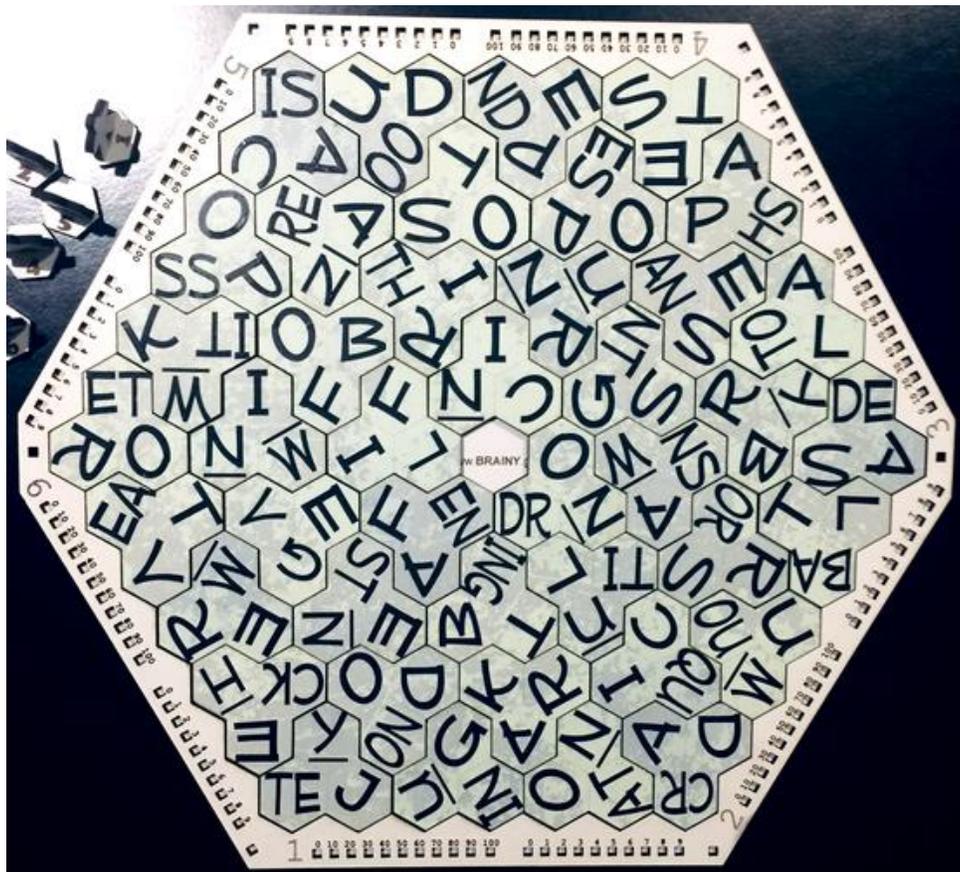


# WORD SEARCH

(Updated January 12, 2019)

**Word Search** is a simple game played on a constantly changing hexagonal board where players find words among adjacent letters. Up to six players can maintain their scores (up to 200) on the built-in scoring tracks. As the game progresses, the letters shift to allow discovery of additional hidden words.



**Components:** Laser cut board, 56 wooden tiles, 18 score markers, board insert.

## **GOAL:**

Find and score words hidden among adjacent letters.

## **SETUP:**

Shuffle all the letter tiles and randomly place face up to fill the board. Give each player a tile and place the remaining tiles in a draw pile. Reset all score indicators to zero.

## **FIRST MOVE:**

In turn, each player places their token in the empty middle space and attempts to find their first word. If a word cannot be made, the token is placed on one of the six adjacent letters.

## **GAME PLAY:**

On each turn, a player has 30 seconds to:

- Optionally swaps and/or rotates any two random tiles.
- Finds and calls out a word from consecutively adjacent letters starting next to their token
- Moves their token to the last letter of the word
- Scores the word by counting its letters.



“Red” can make these words:

HELP HINT HI HIT AH

HET CELL(S) HELL

ELL(s) CLEAR(S)

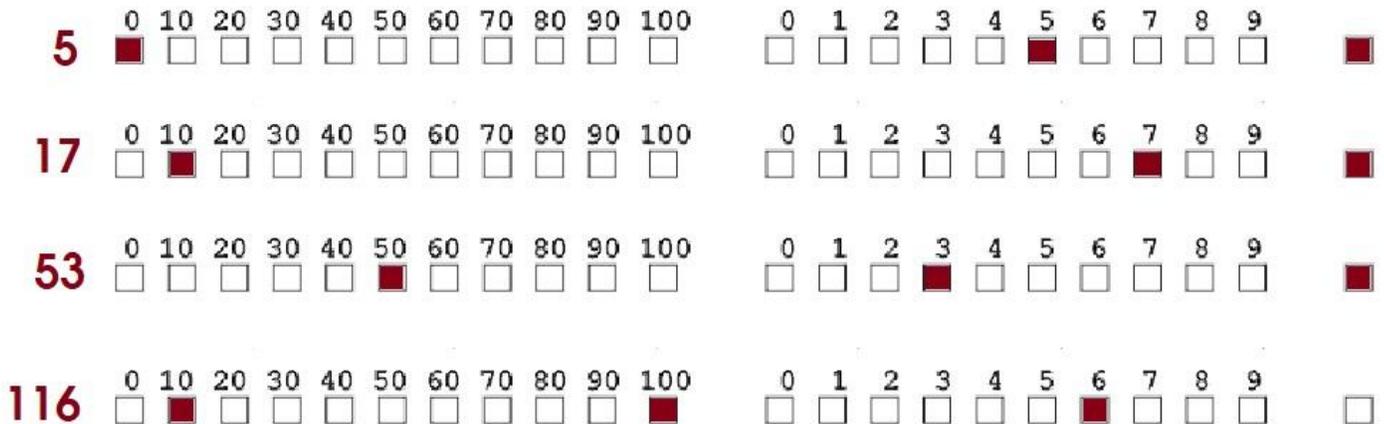
HELLO HE CELLO(S)

LET EPOS AHI CERAS

## SCORING:

Count the number of letters used. Move your score marker(s) along the scoring track. Use three markers to track scores. One marker tracks units, while another tracks tens. Once you hit 100 points, use the third marker.

Examples of scoring 5, 17, 53 and 116 points using the three markers.



## **WINNING:**

The person with the highest score meeting or exceeding 200 points is the winner.

## **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.

## **SPECIAL RULES:**

- Players do not use the letter beneath their token
- If a word cannot be found, the player's token is moved to any adjacent, unoccupied letter
- Letter fragments IN, ON, IS can also be NI, NO, SI.
- You cannot score the same word more than once
- A player can exchange their tile with one from the draw pile in lieu of making a word.

## **DISPUTES:**

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

## **PLAYING WITH THE INSERT:**

The insert is used for a different style of compact game play, where tiles can be stacked in a smaller constrained space.

In this mode, each player maintains one tile while the draw pile is available. Tiles can be added or moved at the beginning of each turn. Words can be made across all stacked levels. Optionally score higher points with stacked letters.



## **BOARD-LESS GAME PLAY:**

Place three adjacent tiles face up between players. The remaining tiles are placed face down in a draw pile. Players take turns finding word and/or adding tiles. Score is maintained by counting the number of letters made each turn. Play until no more tiles remain.

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