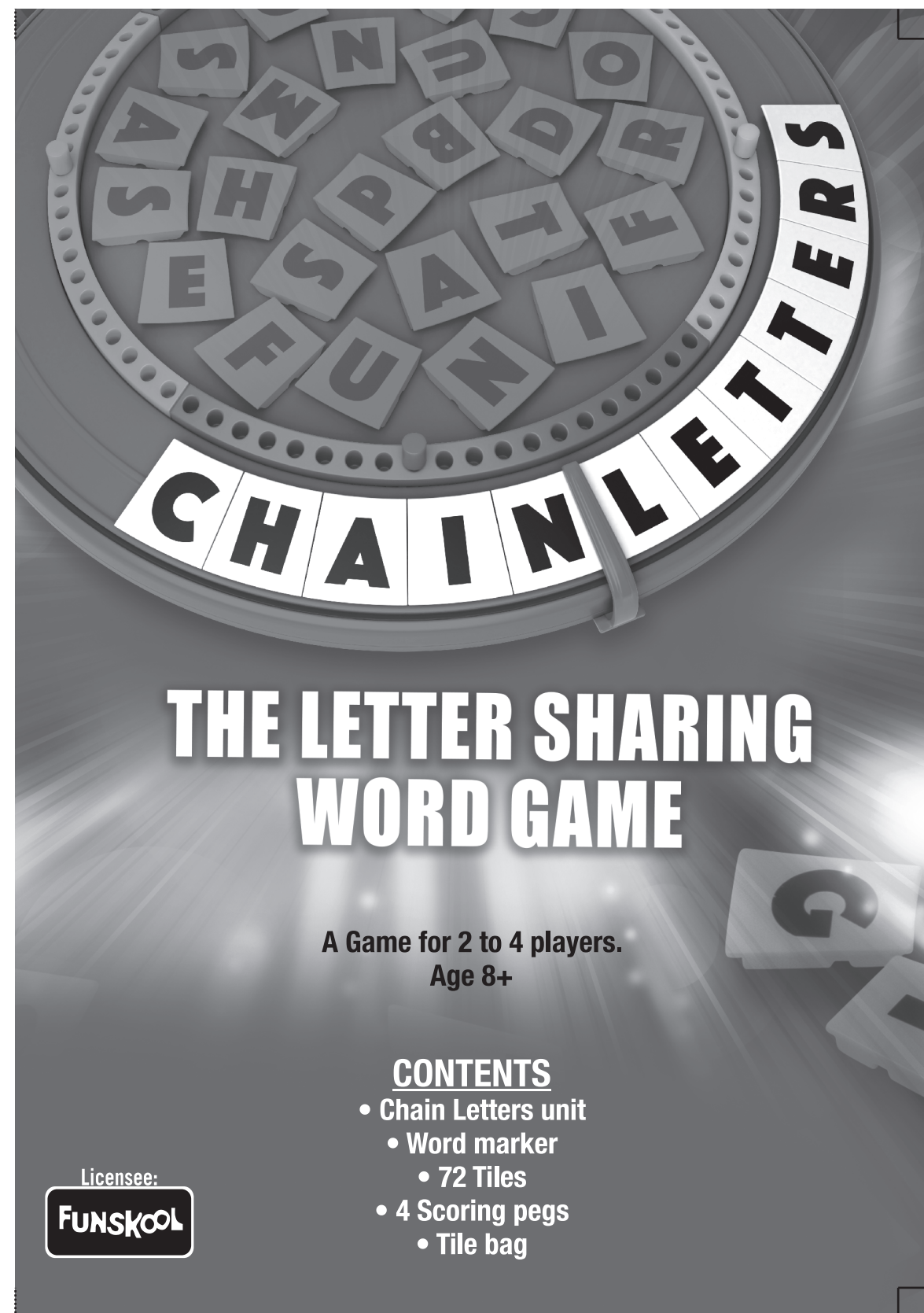


Under licence from Drumond International Pte Ltd.
©2017 Drumond International Pte Ltd.



Objective

The aim of the game is to be the first player to reach the end of the coloured scoring track, scoring 20 points. Points are gained for each letter put down on the unit but lost if used by the next player in creating their new word.

Setup

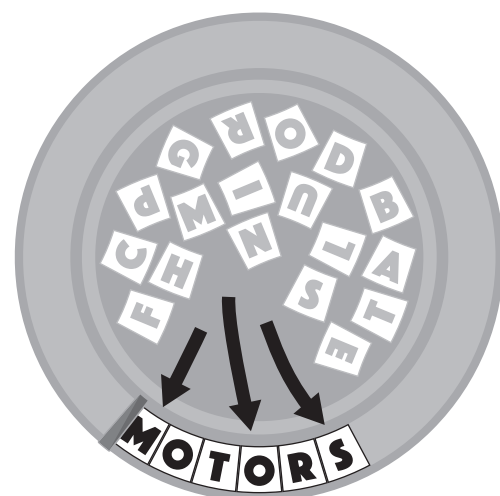
Place the unit in a position central to all players. Randomly select 24 tiles and place them face up into the middle of the unit. Each player selects a coloured peg and places it into the first hole in the matching coloured scoring track.

Gameplay

The youngest player starts. They have to create a word using the letters in the centre of the unit. Once they have decided on a word, the player picks up the letter tiles and places them around the edge of the unit.

The player then moves their scoring peg by the number of letters in the word they created.

FOR EXAMPLE: If the first player creates the word 'MOTORS' they place the letters around the outer track and score six, moving their scoring peg forward by six spaces.



Place your chosen letter tiles onto the track around the outside.

Player two then creates 'Torsion', by using the last four letters of 'MOTORS' and taking tiles 'I', 'O' and 'N' from the centre of the unit. They score seven points for the word 'TORSION' and move their scoring peg seven spaces. Player one however loses four points as player two used four letters of their previous word and has to move their scoring peg back four spaces.

Once a new word has been created, players can mark the start of this word by sliding the word marker to the beginning letter.



Slide the word marker to show the start of your new word.

Every time a player uses tiles to create words, the number of tiles used is replaced from the bag and placed face up in the centre of the unit.

Play continues with players making new words and placing them around the track. If enough tiles are used you will come back to the first word created. The player then can remove any number of tiles required to create their new word and return them to the bag.

Winner

The first player to score 20 and reach the end of the scoring track with their peg is the winner.