



WORD PLUS



INSTRUCTIONS:

Word Plus is a unique word building game which helps children understand the true power of the Alphabet. The game consists of forming a combination of meaningful words using only one set of alphabet letter tiles unlike any other word games.

Word Plus is essentially a game designed as Solitaire, but it can be played by more than one player at a time. In case the number of players exceed 4, then they can form 2 or more teams and play the game. Each player or team competes for achieving a higher score.

CONTENTS:

- 4 sets of Tiles. (each set consists of 26 Alphabet tiles A to Z and 2 blanks)
- 4 sets of Extra Vowels. (each set consists of A, E, I, O, U. Provided in different colours)
- 4 nos of Tile Mats.
- 4 Pencils.
- 1 Notepad.
- Detailed Instruction Sheet.
- Easy Solution Booklet.

OBJECTIVE:

The objective of the game is to make a combination of words with the highest score, using only 1 set of tiles.

HOW TO PLAY:

Each player takes one wooden tile set of Alphabets (A to Z) and the two blanks for themselves. The point value of the alphabets is given at the bottom of each letter. Blanks have no value. The player also takes one tile mat aside for themselves. The player then has to use the wooden letter tiles to make a combination of words. Then the players place each word on the tile mat. The words should be formed only horizontally and not in the normal cross word fashion.

Each alphabet can be used only ONCE. The two Blanks can be additionally used for any letter desired. A minimum of 2 letters and a maximum of 10 letters are allowed in a word.

The game can be played in two levels Regular and Advanced level

REGULAR LEVEL:

In the regular level, each player can take only ONE extra tile set of vowels (A, E, I, O, and U) and has the option of using one or more of the extra vowels when making the combination of words

When a player or team uses any one of these extra vowels he/she then has to deduct double the point value of that particular vowel from the total score of the word formed

For example, if a player uses two vowels E (one E from the extra vowel set) when forming the word THERE then the player has to deduct double the points of the letter i.e 2 points as the point value of E is 1 from the total score of the word.

ADVANCED LEVEL:

In the advanced level the players do not use the extra set of vowels tiles (A, E, I, O, U) at all. In this level the player has to make a combination of meaningful words using only one set of alphabet letter tiles (A.....Z) and 2 blanks.

VALIDITY OF COMBINATION OF WORDS:

A combination of words is valid provided all the alphabets from A to Z with /without using the two blanks and the extra vowel set (depending upon the level of play chosen – regular or advanced) results in meaningful permissible words. If a word is questioned by any participating player or team, a dictionary may be referred to and if the word is not acceptable, the word formed is considered to be invalid.

PERMISSIBLE WORDS:

All words found in a standard English dictionary, foreign words and its variants, including words that begin with an initial capital letter are permissible. Abbreviations, hyphenated words, words requiring an apostrophe and names of persons, prefixes and suffixes however are excluded from permissible words.

WORD SCORE:

The word score is the sum of the alphabets letters.

(a) e.g. J₈ L₁ G₃ The score is 8+1+3=12 Points.

DOUBLE WORDSCORE:

For each word consisting of more than 4 letters, the word score is doubled.

(b) e.g. Q₁₀ U₁ A₁ R₂ T₂ Z₁₀ The score is 10+1+1+2+2+10=26 points.

There are more than 4 letters to score. Score is 26 x 2 = 52 points.

TRIPLE WORDSCORE:

For each word consisting of more than 6 letters, the word score is tripled.

(c) e.g. B₂ A₁ C₃ K₅ W₅ ?_A R₂ D₂ The score is 2+1+3+5+5+0+2+2=20 points.

There are more than 6 letters to score. Score is tripled 20 x 3 = 60 points.

BONUS POINTS:

For each anagram* or other possible words identified and placed by the player or team he/she is entitled to add a sum equivalent to the word score from his/her own combinations. Add 100 points extra for a game of all 4 letter words. Add 200 points extra for a game made without using the Two Blanks.

*An anagram is a word or phrase formed by reordering the letters of another word or phrase such as satin to stain.

GENERAL RULES:

When the players or teams have made the combinations of words using all the tiles, they should jot down the combination in the note pad provided as shown in the Model game below., and specify the particular alphabet the blanks represent.

If played as solitaire, the player should attempt to make different combinations to improve his/her own record.
If played in competition, all players should agree in advance regarding the time limit and the variant they would prefer to play and a minimum of 3 games should be played. The winner will be the player whose combined score is the highest. Each player or team should have a separate Tile set and mat and consultation amongst the players or teams is not permissible.

TYPES OF PLAY:

- a) Blanks Specified: In this type of play, the players or teams specify the letter that the Blanks represent and complete the word combination.
- b) Blanks Unspecified: In this type of play, the players or teams do not specify the Blanks represented but are required to note down the anagrams and/or other possible words that can be possibly made from a particular word by rearranging the involved letters.

A model game for each variant is shown below for the benefit of better understanding by the players.

MODEL GAME: (BLANKS SPECIFIED)

#	Combination of Words						No. of Letters Used	Score
1	Q ₁₀	? _U	? _A	R ₂	T ₂	Z ₁₀	6	48
2	J ₈	I ₁	G ₃				3	12
3	B ₃	U ₁	D ₂				3	6
4	F ₄	L ₂	O ₁	W ₅			4	12
5	S ₂	A ₁	C ₃	K ₅			4	11
6	V ₄	E ₁	X ₁₀				3	15
7	N ₂	Y ₅	M ₄	P ₄	H ₅		5	40
							28	144

Here the blanks are specified as U and A

MODEL GAME (BLANKS UNSPECIFIED)

#	Combination of Words						No. of Letters Used	Score	Anagrams & Other Possible Words					
1	Q ₁₀	U ₁	A ₁	R ₂	T ₂	Z ₁₀	6	52						
2	J ₈	I ₁	G ₃				3	12						
3	B ₃	?	D ₂				3	30	BAD	BED	BID	BUD	DAB	DUB
4	F ₄	L ₂	O ₁	W ₅			4	36	FLOW	FOWL	WOLF			
5	S ₂	?	C ₃	K ₅			4	50	SACK	SICK	SOCK	SUCK	CASK	
6	V ₄	E ₁	X ₁₀				3	15						
7	N ₂	Y ₅	M ₄	P ₄	H ₅		5	40						
							28	235						

** Parents are advised not to show the Easy Solutions Book to the Children: They can be used as reference at the appropriate times for building words. The list is endless. Start Building.....

