



A bite-size battle of words and wits



2-4
Players



15-30
Min



Family
Friendly

Objective

Claim the most Tile Cards by identifying the best words.



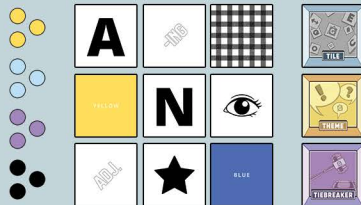
Components

67 Tile Cards (gray)
12 Theme Cards (yellow)
10 Tiebreaker Cards (purple)
12 Tokens (4 colors)
1 Rulebook



SETUP

1. Shuffle each deck of cards (Tile, Theme, Tiebreaker) separately.
2. Arrange a tableau of 9 Tile Cards face up in 3 rows and 3 columns (see illustration)
3. Place the remaining Tile Cards, as well as the Theme and Tiebreaker Cards, in separate piles face down next to the tableau.
4. Each player (or team of players) collects their 3 matching color tokens to begin.



HOW TO PLAY



1. Turn a Theme Card and a Tiebreaker Card face up atop their respective decks. The Theme Card is the target category (e.g., geography) and the Tiebreaker Card is a condition (e.g., most vowels) that determines which word is best for the first round of play.

2. Each player must identify three Tile Cards in a row (horizontal, vertical, or diagonal) on the tableau that can be combined to build 1 word. It must be relevant to the Theme Card.



3. When players are ready, each places their 3 tokens on the Tile Cards that represent their word.
4. When all tokens are placed, players reveal their words (last to place the tokens, goes first) and explain why they are valid. Valid words earn players the Tile Cards under their tokens, **UNLESS** multiple players have claimed the same card. In this event, the Tiebreaker Card determines who earns the Tile Card. If there is still a tie, the Tile Card remains in the tableau.



5. When all tiebreakers are settled, players collect the Tile Cards they earned. Earned Tile Cards are retained for score tallying at the end of the game.



6. Replace empty spaces in the tableau with new Tile Cards, then place the used Theme and Tiebreaker Cards at the bottom of their respective decks.



7. Turn the next Theme and Tiebreaker Cards face up to begin the next round.



End of the Game

After 4 rounds of play, the player who has collected the most Tile Cards is deemed the winner. For added fun, all players can compete in a final round where they try to identify a word that uses as many of their claimed Tile Cards as possible. Whoever is most successful earns the distinction:

Word of the Day!

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