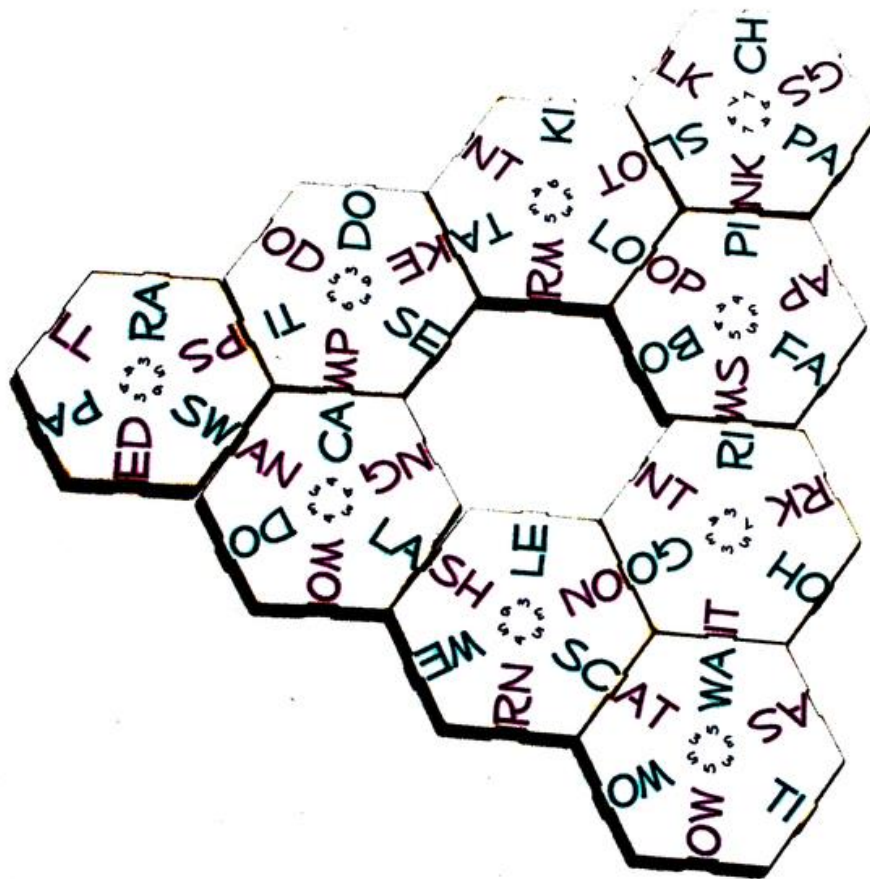


HEX-A-SPELL

TABLETOP LITERACY WORD GAME

Build Four-Letter Words

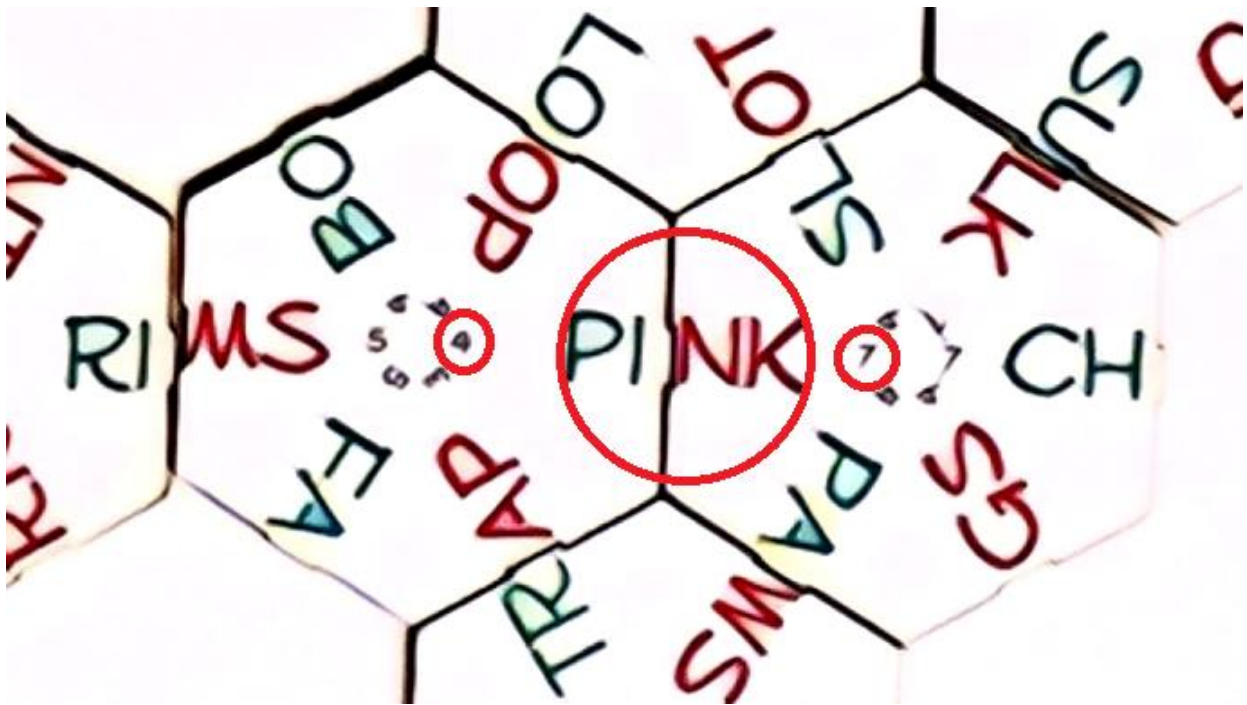
2+ Players, Ages 6+



www.HexaSpell.com

Goal: Make four-letter words by pairing up two-letter fragments (bigrams) to score top points.

Quick Start: Shuffle the tiles and place one tile face up between the players. Give each player an equal number of tiles face down. Each player selects two tiles to play with. Players take turns connecting tiles to make and score words. A word is made by combining green and purple bigrams. Score the word by adding the bigrams' two points. For example, PINK scores 11 points.



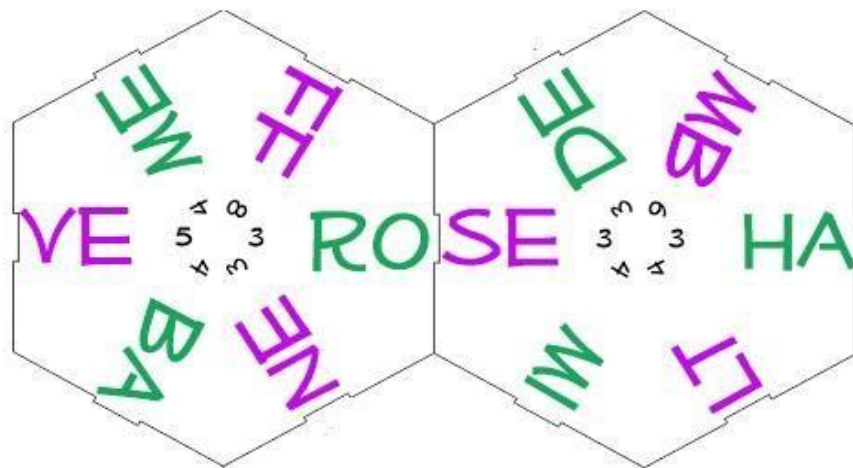
Bonus points are recorded for making two or more words with a single tile placement and also from stacking tiles. Players maintain two tiles until the end of the game.



Hex-A-Spell Tiles

Each Hex-a-Spell tile contains six two-letter fragments called bigrams. Two bigrams are combined to form a four-letter word.

Each tile contains three starting bigrams and three ending bigrams. **Green** bigrams will start a word while **purple** bigrams are used to end a word. Bigrams alternate orientation to allow forming words in any of six directions.



Each bigram has an (adjacent) point value from 3 to 9 points.

The bigrams in the game have been programmatically selected and arranged from the most common bigrams in the English language.

Scoring

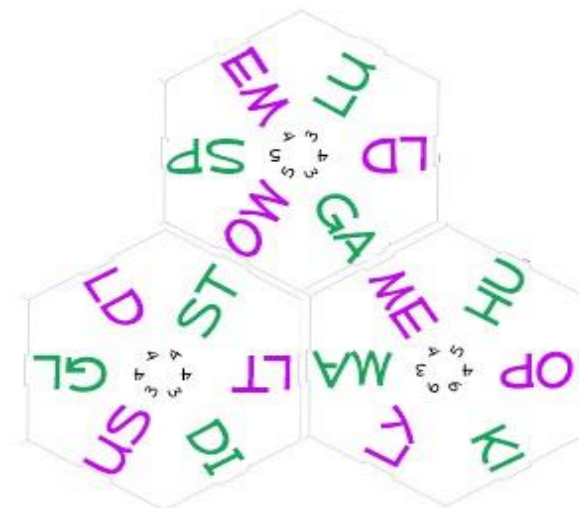
Each fragment has a point value. In the example above, “**VE**” has five points, “**RO**” has three points, “**SE**” has three points, “**FF**” has eight points. “**ROSE**” yields $3+3 =$ six points.

It is possible to make two to six words with a single, properly placed tile. However, check to make sure all connected bigrams make valid words.

Bonus Points are added for simultaneously making two or more adjacent words:

- 2 words: add 10 points
- 3 words: 20 points
- 4 words: 30 points
- 5 words: 40 points
- 6 words: 50 points

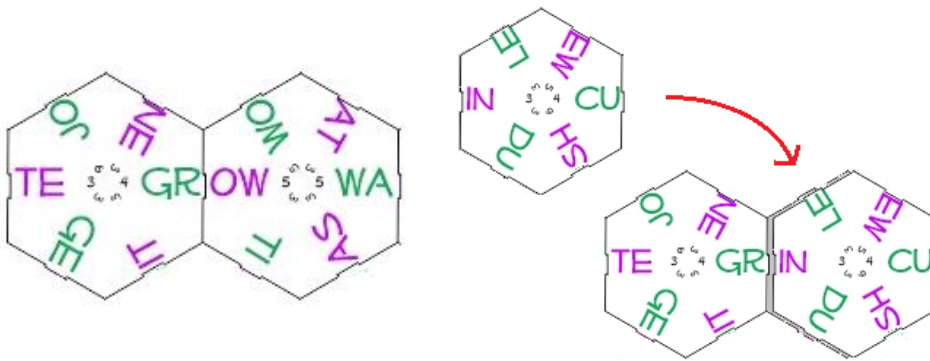
Three words have been made below in this example of triple scoring for 43 points. MALT (7), STOW (9) and GAME (7) plus 20 point bonus: $(7+9+7)$ plus 20 = 43.



Stacking Tiles

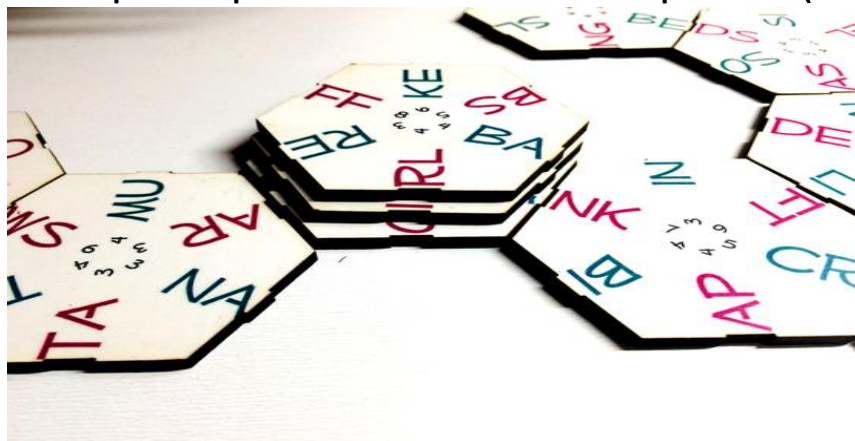
When possible, stack a tile onto an existing tile for additional points. However, all connected bigrams must form valid words. Two tiles: 2x points; Three or more tiles: 3x points.

Stacked Bonus Points are collected when a tile is stacked. For example, the original placement of “GROW” nets 9 points. Stacking a new tile to make “GRIN” scores $(4+3) \times 2 = 14$ points.



Double and Triple the usual score when two or three+ tiles are stacked. This can lead to huge points being made when combined with multiple sides being attached.

Here is an example of triple stacked tiles making BANK (11) and REAR (6) with a 10-point pair bonus worth 81 points $(11+6+10) \times 3$.

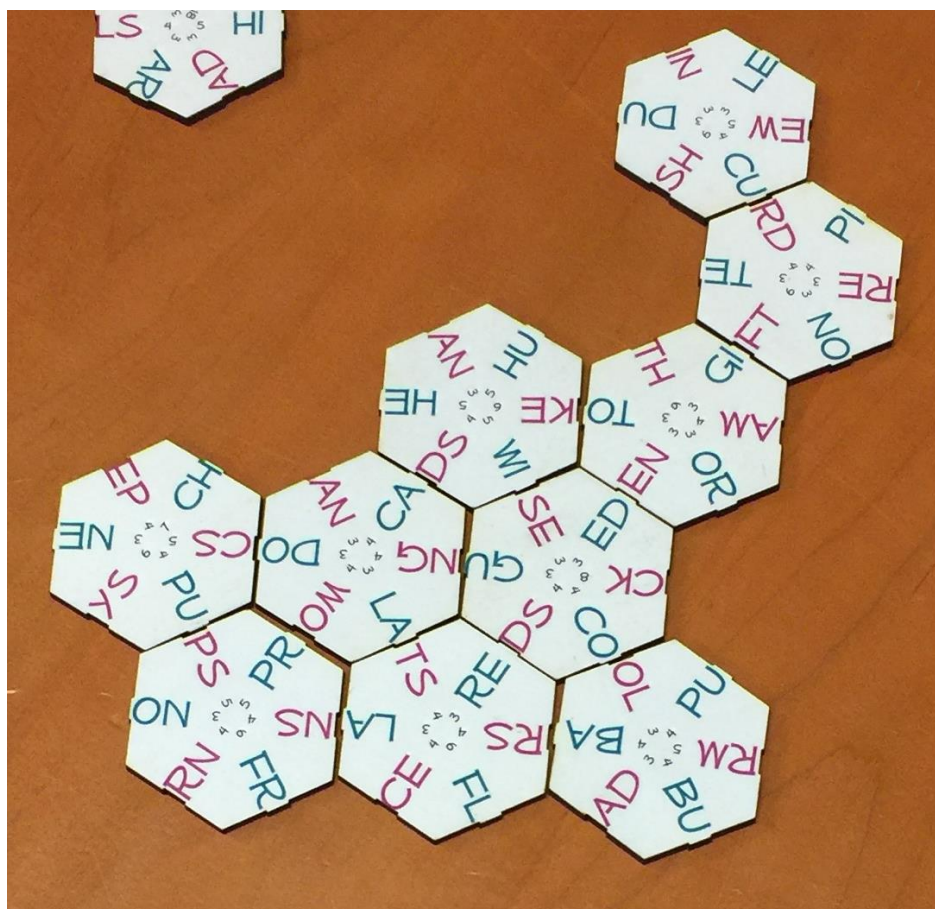


Note that the maximum bonus is three times the points, no matter how many tiles are stacked.

Cooperative Mode

Have fun making words without scoring.

Shuffle the tiles and place one random tile in the centre between the players. Place the remaining tiles face up between the players. Players pick up tiles at any time and place them together to make words. Try to fill in holes.



Rapid Mode

Make sets of two or three words individually.

Shuffle the tiles and give each player three tiles. Place the remaining tiles face down in a draw pile.

Players do not need to take turns. Each player simultaneously chooses two or three of their tiles to make two or three words.

Once words are made, carefully set the tiles aside and stack intact for scoring later. Those tiles cannot be used again.

If a player cannot form words, return all three tiles to bottom of the draw pile, draw three new tiles and try again. Shuffle the tiles in the draw pile.

Play until no more tiles are left, then score the words made to determine the winner.

