

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.

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

Scoring

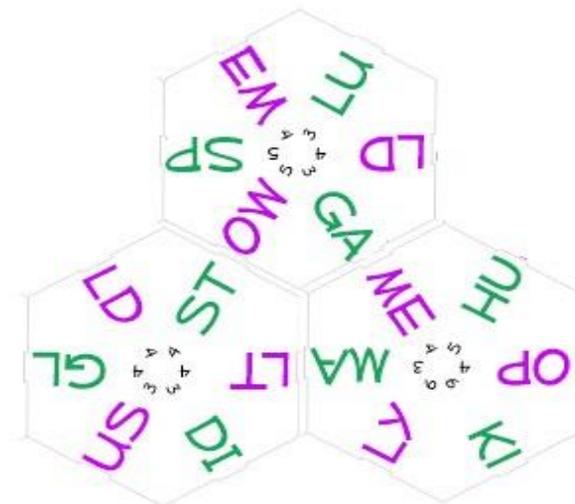
Each fragment has a point value. In the example above, “**VE**” has five points, “**RO**” has three points, “**SE**” has three points, “**FF**” has eight points. “**ROSE**” yields $3+3 =$ six points.

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

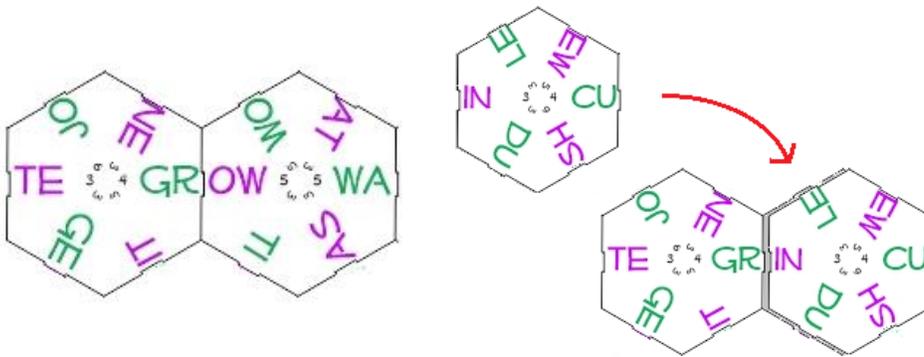
Three words have been made below in this example of triple scoring for 43 points. MALT (7), STOW (9) and GAME (7) plus 20 point bonus: $(7+9+7)$ plus 20 = 43.



Stacking Tiles

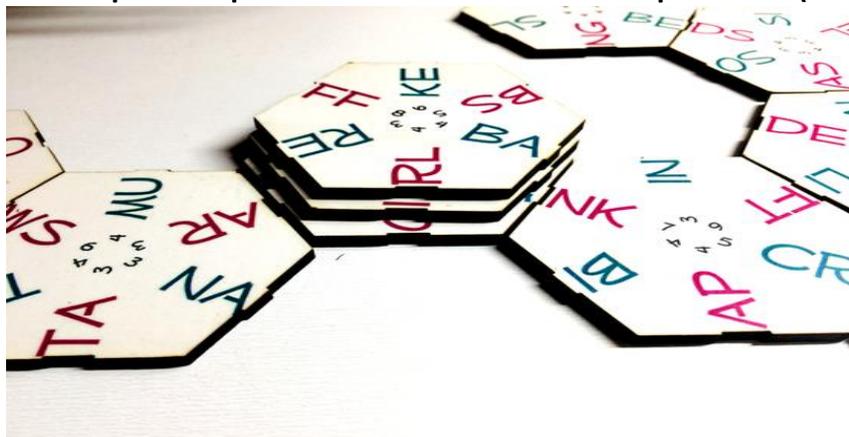
When possible, stack a tile onto an existing tile for additional points. However, all connected bigrams must form valid words. Two tiles: 2x points; Three or more tiles: 3x points.

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.

