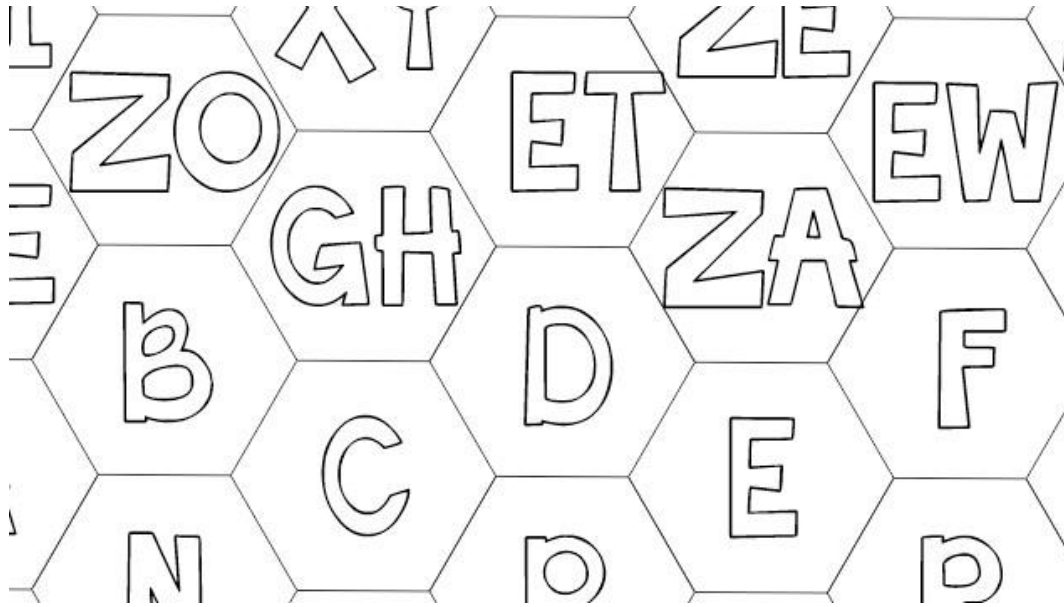


HEX-A-SPELL SINGLE TILES

Each tile contains either a two-letter fragment or a single letter (plus “ING”). Two-letter fragments called bigrams. The bigrams in the game have been programmatically selected from the most common bigrams in the English language.



HOW TO PLAY WORD WORM

Objective: Make words by connecting letters on tiles.

Preparation: Place one random tile between players. Designate one player as the scorekeeper. Give each player seven tiles. Keep the remaining tiles face down in a draw pile or box.

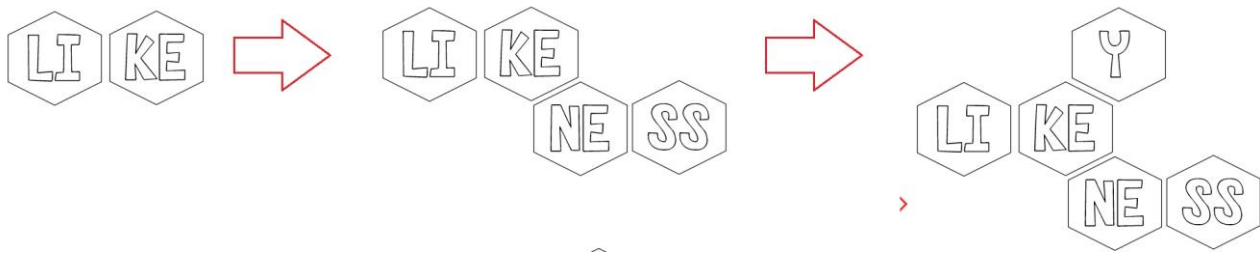
Game Play: On each turn, players must make a word(s) by connecting one or more tiles to an existing tile on the table, It is possible to make two or more words from a single tile placement. Score the word(s) made simply by counting the letters of all words made.

A player who cannot make a connection can exchange any or all tiles. Always maintain seven tiles.

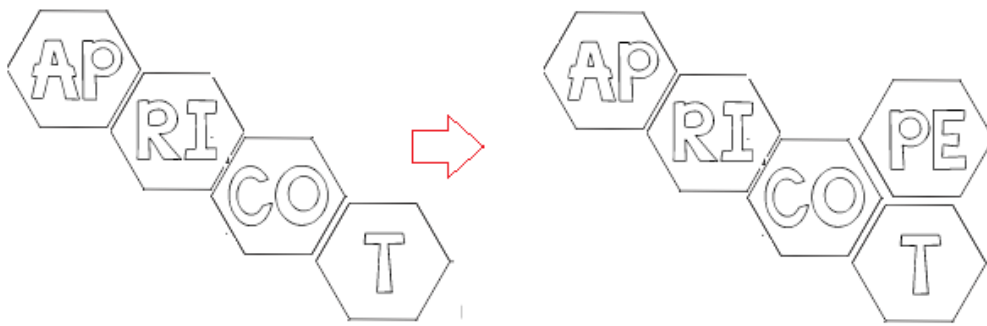
Play until all tiles have been played. The winner has the highest score.

Tile Placement: Place tiles such that all connecting tiles form at least one NEW and VALID word. You can add as many letters as you like to make single or multiple words. You will generally “snake” the words along.

In this example, LIKE spawns LIKENESS. On the next turn, KEY was made by adding “Y”.



To make multiple words, make sure all are valid. From APRICOT, COPE and PET were made by adding “PE” for 7 points:



Adding both “S” and “A” makes and scores four words: COATS, COTS, APRICOTS and PETS for 21 points:

