8+
1-4 players

WORD SNAP
The Puzzling Word Game

Playtime 40 to 60 Minutes

WordSnap™ Solo

Contents:

100 WordSnap™ Tiles and instructions

Objective:

WordSnap™ Solo is designed for Individual Solo Play like solitaire, and Group Solo Play, like competitive solitaire.

WordSnap™ Solo challenges wordsmiths to snap together lettered tiles, building their individual crossword-like puzzles as quickly as possible.

Download WordSnap™ App

For Individual Solo Play, select the Solo Play button to activate the stopwatch.
For Group Solo Play, no timer is necessary.

Game Prep for Individual Solo Play

Place all 100 tiles, letter-side-up, on a large, flat surface.

Game Prep for Group Solo Play

Mix tiles letter-side-down on a large, flat surface and divide them evenly among the players. Agree upon how many rounds you will play before you start the first game.

SCAN ME

Scan Here Free Timer App

Download on the App Store

GET IT ON Google Play

Rules for Additional Games (Speed Play & Classic Play) on App and at www.SDToyz.com/wordsnap

SD TOYZ
TOYS • CRAFTS • FUN

www.SDToyz.com • WordSnap is a Trademark of SD Toyz • ©2023

WORD SNAP
The Puzzling Word Game

Game Play:

1. For Individual Solo Play, the game starts when the Solo Play stopwatch is activated on the WordSnap™ App.

a. For Group Solo Play, the game starts after the tiles have been equally divided. When everyone is ready say "Flip them" and each player flips over their tiles and starts creating their own puzzle.

2. Player(s) construct their individual word puzzle, building off other words, horizontally and diagonally, reading left-to-right, and vertically, reading down.
3. Letters and numbers must align on a solitary plane, (down, across or diagonally,) snapping together easily, never forcing the puzzle connection.
4. Legal words consist of those that appear in an agreed-upon dictionary. Proper names are not permitted unless agreed upon in advance.
5. New words can be formed by adding one or more tiles to the puzzle. Connections that do not form legal words are not permitted.
6. Tiles cannot be altered or replaced once they are snapped into the puzzle.
7. When a Wild Double Word tile is used in the puzzle, whatever letter is initially assigned to that tile remains the same throughout the round.
8. A Group Solo Round ends when the first player has completed their puzzle after all their tiles have been played and/or no more legal words can be built. (see how to score under Scoring)

Individual Solo Scoring

1. For Individual Solo Play, because you're only competing against yourself, you win if you complete your puzzle in record time.

Rules for Additional games
www.SDToyz.com/wordsnap

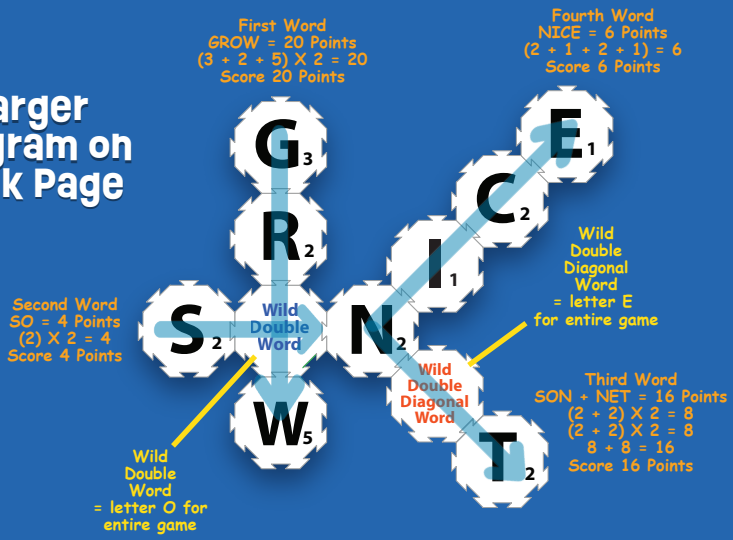
WORD SNAP
The Puzzling Word Game

Download Free Timer App

Group Solo Scoring:

1. The player who completes their puzzle first, adds 10 points to their overall score.
2. Other players can challenge the player who completes their puzzle first. If a word is spelled incorrectly or if they played an illegal move the player who completed their puzzle first will deduct 10 points from their score. If this happens no other scoring will be recorded and the round will be over.
3. If the winning puzzle is legal then the other players will count up the value of each of the unused tile(s), each player deducts the sum of points from their overall score.
4. The player(s) with the longest word in the round adds 5 points to their score. After all scoring is finished the round is over.
5. Wild Double Word tiles can be played in any direction and have a zero-point value.
6. Wild Double Diagonal Word tiles are limited to diagonal words and have a zero-point value.
7. When additional words are built off a Wild Double tile, it must maintain the same letter value through the end of the game.

Larger Diagram on Back Page



Download Free Timer App

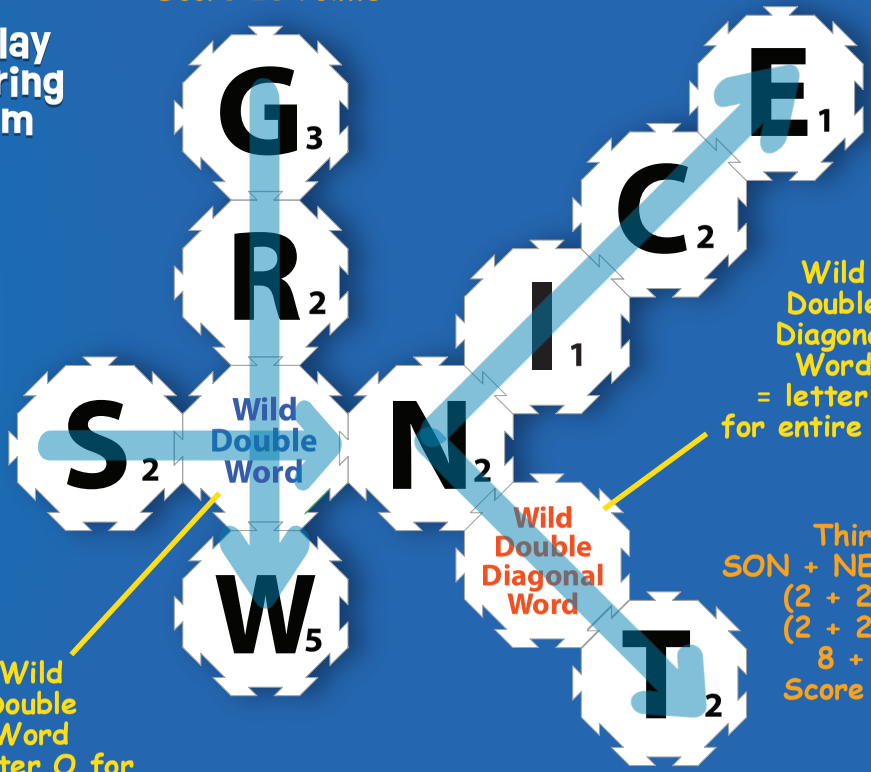
WORD SWAP
The Puzzling Word Game

SD TOYZ
TOYS-CRAFTS-FUN

Game Play and Scoring Diagram

First Word
GROW = 20 Points
(3 + 2 + 5) X 2 = 20
Score 20 Points

Fourth Word
NICE = 6 Points
(2 + 1 + 2 + 1) = 6
Score 6 Points



Second Word
SO = 4 Points
(2) X 2 = 4
Score 4 Points

Wild Double Word
= letter O for entire game

Wild Double Diagonal Word
= letter E for entire game

Third Word
SON + NET = 16 Points
(2 + 2) X 2 = 8
(2 + 2) X 2 = 8
8 + 8 = 16
Score 16 Points

Rules for Additional Games
www.SDToyz.com/wordsnap