

8+
2-4
players



Playtime
20 Minutes to
2 Hours +

WordSnap™ Speed

Contents:

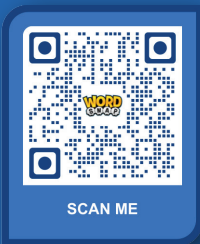
100 WordSnap™ Tiles, Instructions, Free WordSnap™ Timer App

Objective:

WordSnap™ Speed players agree upon time limit and compete for the highest score, snapping together lettered tiles, creating words, outwitting and outscoring the competition by expanding the crossword-like puzzle.

ALL PLAYERS DOWNLOAD WORDSNAP™ APP:

Each player will select the countdown clock from Speed Play button and individually input the predetermined time limit. Much like competitive chess, each WordSnap™ Speed player is responsible for starting and stopping their own clock, as well as tabulating their own score. The time displayed on the countdown clock tracks the remaining time for each respective player.



Scan Here
Free Timer
App



Game Prep:

1. Mix tiles face down on a large, flat surface. Players draw a tile to determine who goes first, led by the letter closest to 'Z'.
2. Divide all tiles evenly among the players and place them letter-side up.
3. Allow 2 minutes for players to organize their letters and determine their gaming strategy.
4. Each player will require pen and paper, and will be responsible for tabulating their own word score.



Rules for additional games

www.SDToyz.com/wordsnap

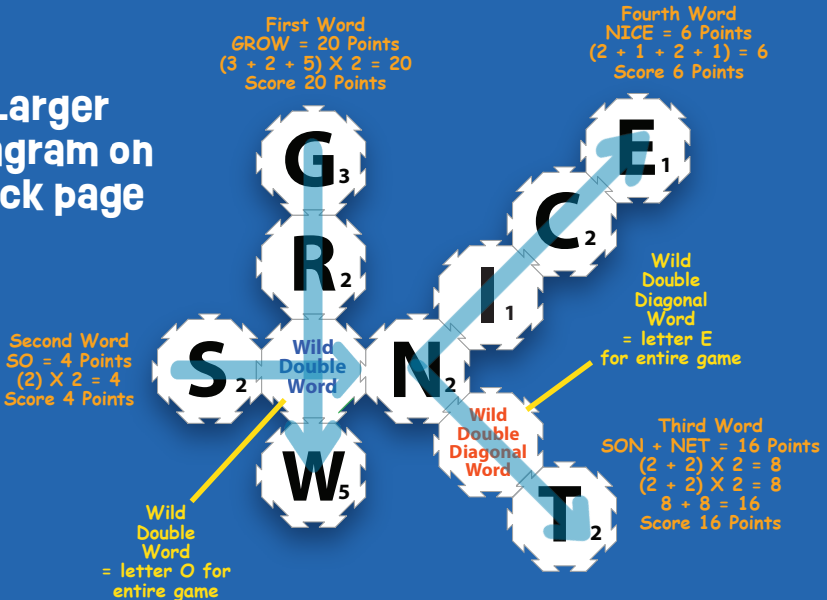
Game Play:

1. Game play starts when the first player hits the start button on the WordSnap™ App and constructs the WordSnap™ puzzle in the middle of the playing surface using two or more tiles to spell a word.
2. Each play officially ends after the player tabulates their score and hits the stop button on the WordSnap™ App.
3. Play continues clockwise, and the next player hits their start button immediately after the previous player hit their stop button.
4. Words can be constructed horizontally and diagonally, reading left-to-right, and vertically, reading down.
5. Letters and numbers must align on a solitary plane, (down, across or diagonally,) snapping together easily, never forcing the puzzle connection.
6. Legal words consist of those that appear in an agreed-upon dictionary. Proper names are not permitted unless agreed upon in advance.
7. Each subsequent play must spell at least one new word, building on existing word(s), expanding them, or creating new one(s).
8. New words can be formed by adding one or more tiles to the puzzle. Connections that do not form legal words are not permitted.
9. After a word is added to the puzzle, none of those letters can be altered or replaced.
10. When a **Wild Double Word** tile is used in the puzzle, whatever letter is initially assigned to that tile remains the same throughout the game.
11. Once a player has used all of their time and the WordSnap™ App rings, they are finished playing and their score is final.
12. The game ends when one player uses their allotted tiles or when all players use up all of their time.
13. The wordsmith with the highest total is the winner.

Scoring:

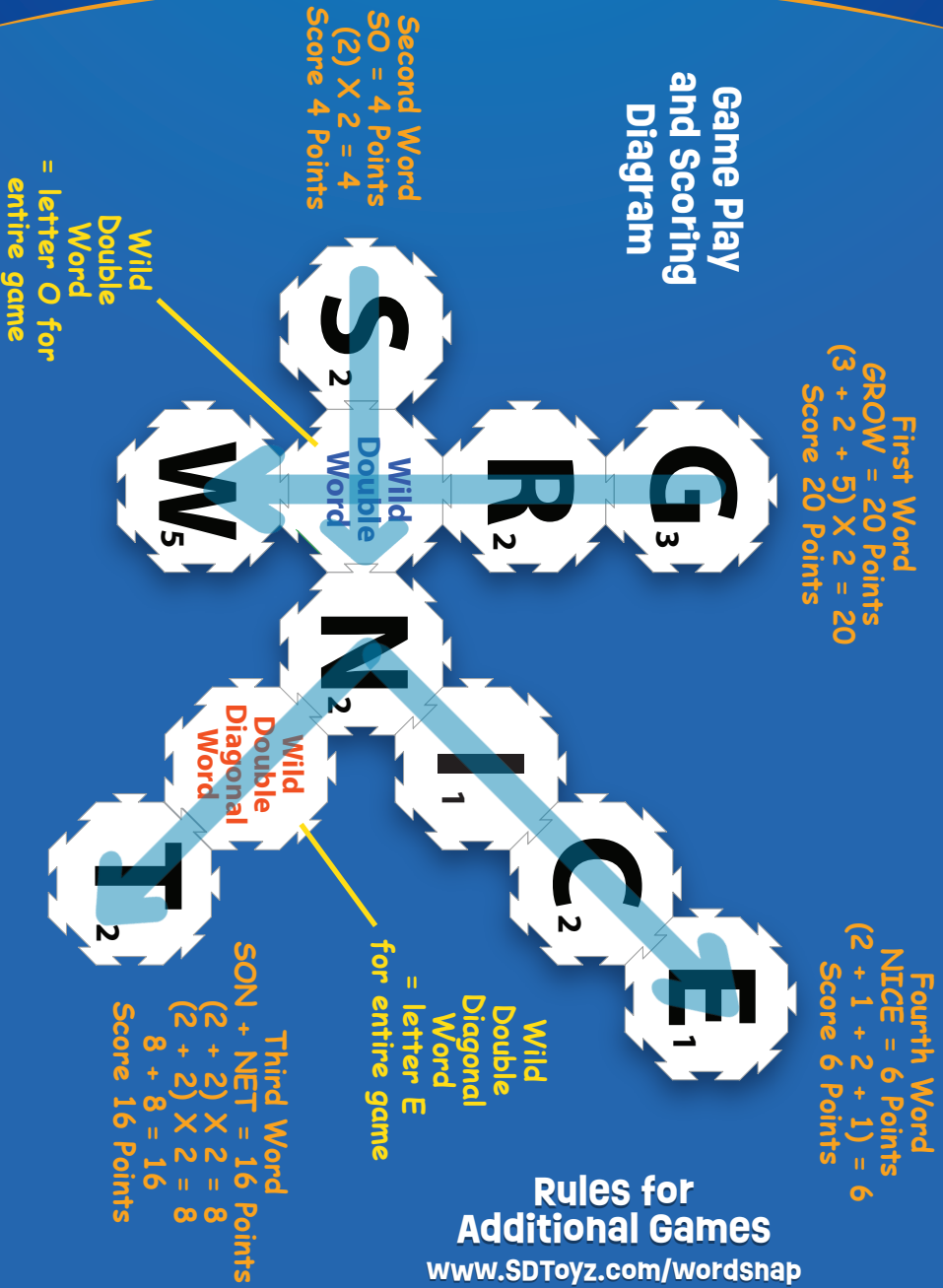
1. After each turn, the scorekeeper records the sum of points utilized in the new word(s). (Word played plus the value of any new word(s) that may have been modified on the puzzle)
2. **Wild Double Word** tiles can be played in any direction and have a zero-point value, but they double the sum of the word played.
3. **Wild Double Diagonal Word** tiles are limited to diagonal words and have a zero-point value, but they double the sum of the word played.
4. When a **Wild Double** tile is used, subsequent players who build off that assigned letter, double the point value for that word.

Larger Diagram on back page



*Rules for Additional Games
(Speed Play, Solo Play, & More)
on App and at www.SDToyz.com/wordsnap*

Game Play and Scoring Diagram



Rules for Additional Games