

8+
2-4
players



Playtime
40 to 60 Minutes

WordSnap™ Classic

Contents:

100 WordSnap™ Tiles and Instructions.

Objective:

WordSnap™ Players compete for the highest score, snapping together lettered tiles, creating words, outwitting and outscoring the competition by expanding the crossword-like puzzle.

Game Prep:

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'. Each player draws 8 tiles.

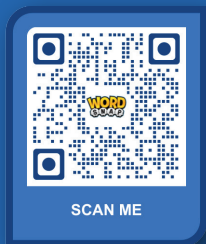
Optional:

For faster paced competition, download the FREE Official WordSnap™ App, select Egg Timer option, and enter time-limit.

Letter Inventory:

A-8 B-2 C-2 D-4 E-10 F-2 G-2 H-2 I-8 J-2
K-2 L-4 M-2 N-6 O-8 P-2 Q-1 R-6 S-4 T-6
U-4 V-2 W-2 X-2 Y-2 Z-1

WILD DOUBLE WORD-2 WILD DOUBLE DIAGONAL WORD-2



Scan Here
Free Timer
App

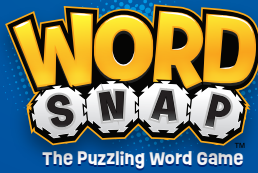


Rules for Additional Games
(Speed Play, Solo Play, & More)

on App and at www.SDToyz.com/wordsnap

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Game Play:

1. The first player begins the WordSnap™ puzzle in the middle of the playing surface using two or more tiles to spell a word. After each turn, players replenish used tiles.
2. Words can be constructed 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. Each subsequent play must spell at least one new word, building on existing word(s), expanding them, or creating new one(s).
6. New words can be formed by adding one or more tiles to the puzzle. Connections that do not form legal words are not permitted.
7. After a word is added to the puzzle, none of those letters can be altered or replaced.
8. When a **Wild Double** tile is used in the puzzle, whatever letter is initially assigned to that tile remains the same throughout the game.
9. At each turn, players have the option to replace some or all of their letters with unused tiles. Player loses turn as a result.
10. The game is over when all the tiles have been drawn and: a) one player uses all of their letters; or b) no further words can be formed by any player.

Rules for Additional Games

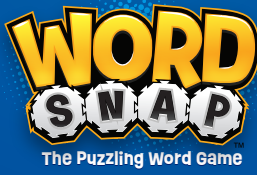
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Scoring:

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.
5. If all 8 tiles are used in a single word, the player doubles the point value for that play.
6. At the end of the game, the Scorekeeper deducts the value of any unused tiles from each of the players' totals.

Larger
Diagram on
Back Page





Download
Free Timer
App

Game Play and Scoring Diagram

First Word
GROW = 20 Points
 $(3 + 2 + 5) \times 2 = 20$
Score 20 Points

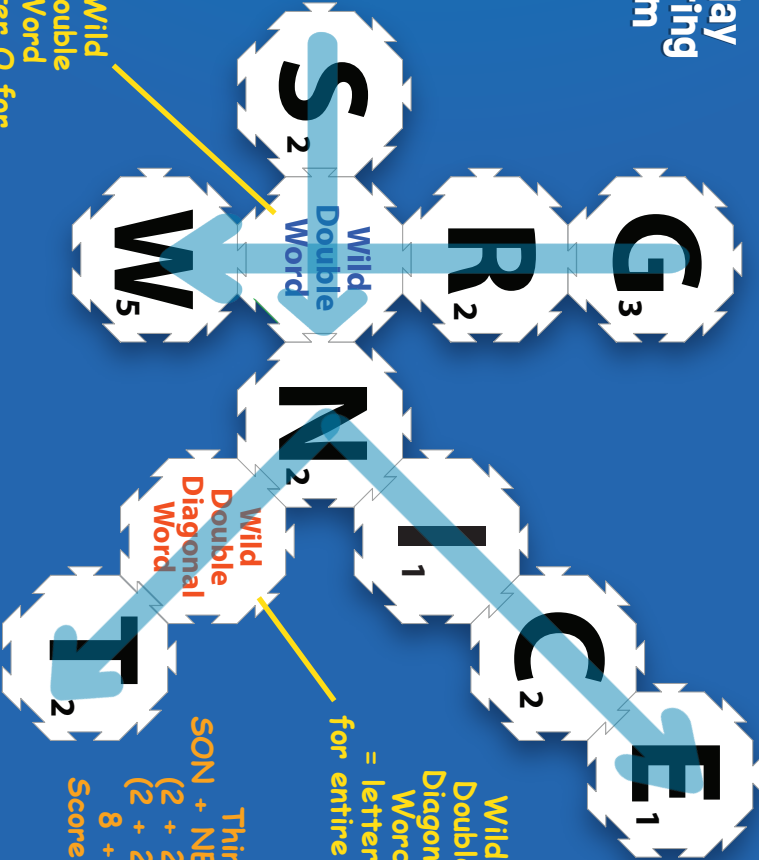
Fourth Word
NICE = 6 Points
 $(2 + 1 + 2 + 1) = 6$
Score 6 Points

Second Word
SON = 4 Points
 $(2) \times 2 = 4$
Score 4 Points

Third Word
SON + NET = 16 Points
 $(2 + 2) \times 2 = 8$
 $(2 + 2) \times 2 = 8$
 $8 + 8 = 16$
Score 16 Points

= letter O for
entire game

= letter E
for entire game



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