

# WAYWORDS

(Instructions updated December 14, 2019)

Use Tetris-shaped markers to claim words along pathways and earn points in this dynamic, multi-player word search game. For two to four players (or solitaire) from ages 8+.

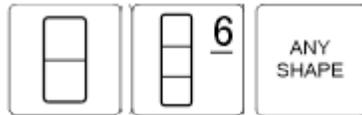


## Lasercut Components:

- 112 single letter (A-Z) and dual-letter (bigram) tiles
- 16 Tetris-shaped acrylic markers
- 24 pattern and action tiles
- 4 tile holders
- 12 coloured acrylic scorers (3 of each color)
- game board with built-in scoring tracks for four players.

**Goal:** Mark words along various paths and score them. The first player to exceed 299 points wins.

**Setup:** Randomly place 64 letter tiles onto the board. Place the remaining letters facedown in a draw pile. Scatter the acrylic markers within the box. Give each player two random letter tiles and these three pattern tiles:



Reset all four scorekeepers to 000, 00, 0. Decide whether acronyms and names are allowed as valid words.

**Game Play:** Players take turns (60 seconds max) to:

- Swap a single letter tile on the board with one of their own letters or a random letter from the draw pile
- Exchange one or more of their pattern tiles for an acrylic marker from either the draw pile or directly from the board
- Place the acrylic marker on the board in such a way as to highlight a complete word (3+ letters), then record the score
- Swap and/or add tiles to maintain five pattern and action tiles in any combination (at least one letter tile).

**Obtaining Acrylic Markers:** When making a word, a player can exchange one or more pattern tiles for its matching acrylic marker(s). See below for details.

**Removing a Marker from the Board:** You can only remove a marker from the board under these conditions:

1. The marker is not in the box
2. You must use it immediately to make a word
3. Reduce your score by 5 points.

You must replace at least one of the letters beneath the marker with either your own letter or one from the draw pile.

**Marking and Scoring Words:** Use one to three markers to highlight a path of contiguously adjacent letters along any path and direction. Once a marker has been placed on a set of letters, the contiguous arrangement of letters must spell a valid word. Scrambled letters are not allowed. Score the letters and add the bonus points from the pattern tile.

**Note** that you cannot place a marker on top of another marker. However, you may cross words by connecting a new marker to an existing marker.

### Marking Examples:

Use a single marker to highlight two letters; **BEE** yields 5 points:



However, when a 6-point marker is used, **BEE** yields 11 points (5 plus 6 bonus):



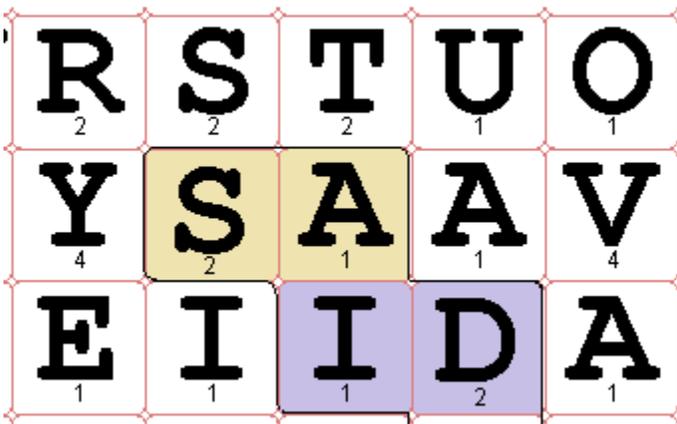
A four-letter word can be formed from two bigrams, **SHOW** yields 10 points:



**CRATE** is formed by highlighting five letters with two adjacent markers to yield a score of 15 points (9 plus 6 bonus):

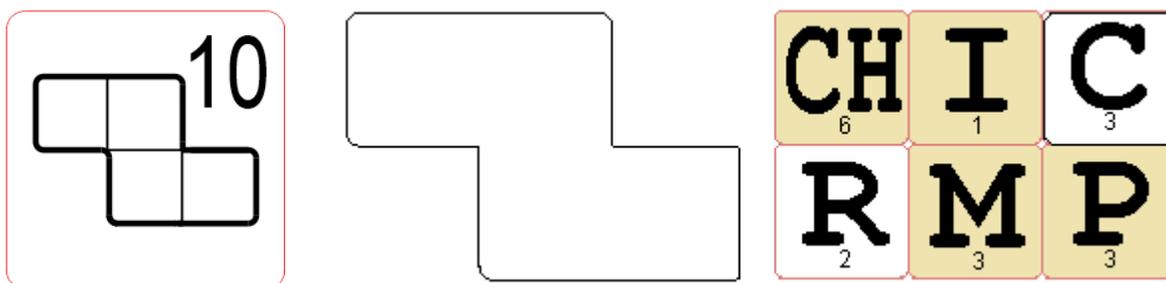


Use two adjacently-offset markers to highlight **SAID** and score 6 points.



Get more points with higher value markers.

**CHIMP** yields 23 points using this marker:



## Special Tiles:



Use this tile to grab a marker of any shape to immediately make and score a word. The number is the bonus added to your score. Cost is 5 points.



This tile is played to remove all markers from the game board. This action clears the entire playing area.

**Alternative Game:** Set up the board normally. Give each player 10 letter tiles. Reset scores to 0. Attempt to mark and score as many words as possible without removing any markers.

**Solitaire:** Set up the board normally. Give yourself 14 letter tiles and 14 acrylic markers. Attempt to mark and score 14 words, swapping up to 14 letters. Score as you play.

Repeat to try to get successively higher scores.

## Strategies:

Place spare letters in specific locations to eventually form words that can be highlighted by a high-value marker.

Take a chance swapping a letter on board with a random letter from the draw pile.

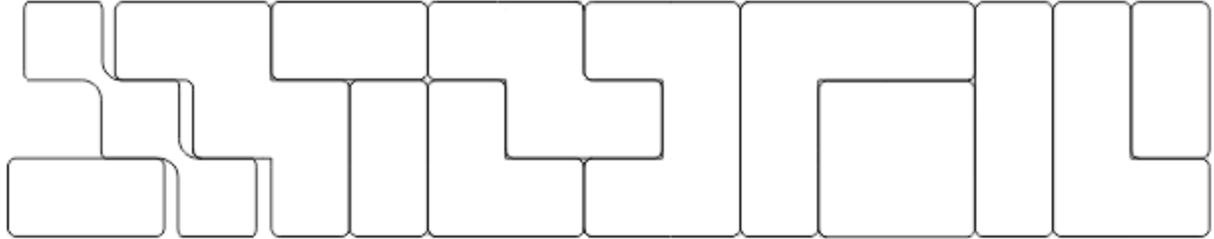
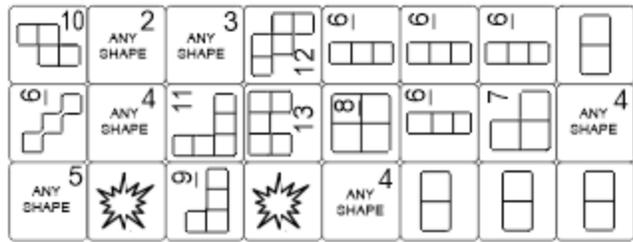
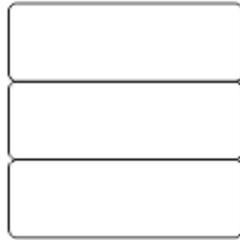
Taking a marker from the board instead of the draw pile accomplishes two things: causes a letter to be swapped, and makes more space available.

Usually it is better to maintain three letters and two marker/action tiles.

**For a Less Challenging Game:** Set the minimum word length to two letters.

**For a More Challenging Game:** Set the minimum word length to four letters.





A	I	N	E	R	S	T	L	L	O	W	A	I
1	3	3	3	3	3	3	6	5	5	4	4	
A	E	A	E	E	O	O	M	E	C	D		
1	2	2	2	2	2	2	4	3	3	2		
H	N	T	A	T	N	D	I	C	K	K		
3	3	3	3	3	4	4	1	7	4	4		
O	E	S	E	N	E	D	P	T	H	R		
1	3	3	3	3	3	3	3	5	2	2		
V	C	H	T	R	A	S	W	R	E	Y		
4	6	3	4	3	3	3	4	3	3	4		
A	S	E	O	A	O	I	E	E	E			
1	3	2	2	2	1	1	1	1	1			
O	S	H	D	E	S	E	O	O	N	K		
1	5	3	3	3	3	3	1	1	5	5		
M	T	E	N	E	L	E	N	L	R			
3	3	3	3	3	4	2	2	3	2			
M	N	L	R	S	T	W						
3	2	3	2	2	2	4						

000 100 200 ~ 00 10 20 30 40 50 60 70 80 90 ~ 0 1 2 3 4 5 6 7 8 9

A	B	C	D	E	F	G
1	3	3	2	1	3	3
A	B	C	D	E	F	G
1	3	3	2	1	3	3
H	I	J	K	L	M	N
3	1	4	4	3	3	2
O	P	Q	R	S	T	U
1	3	5	2	2	2	1
V	W	X	Y	Z	A	A
4	4	5	4	5	1	1
A	E	E	E	I	I	I
1	1	1	1	1	1	1
O	O	O	U	U	U	D
1	1	1	1	1	1	2

000 100 200 ~ 00 10 20 30 40 50 60 70 80 90 ~ 0 1 2 3 4 5 6 7 8 9

PLAYER 1

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