



# WORD LINK

An enjoyable way to Improve Language and Spelling Skills!

## Game 1- WORD LINK

Word Link is an exciting board game in which the players try to build words as in a crossword puzzle, with the help of letter tiles. Each letter tile has a score value. There are some **special squares** too. These special squares are an advantage to the players as these double or triple the word value or allow extra turns. Each player tries to gain higher score value by building words in combination with these special squares. The letter tile distribution is as under:

A—9	E—12	I—9	M—2	Q—1	U—4	Y—2
B—2	F—2	J—1	N—6	R—6	V—2	Z—1
C—2	G—3	K—1	O—8	S—4	W—2	
D—4	H—2	L—4	P—2	T—6	X—1	
Blank — 2	TOTAL — 100					

### Objectives:

1. To build the vocabulary of the players.
2. To improve the word building skills.
3. To help increase the I.Q. of the players.
4. To provide healthy and wholesome competition and recreation.

### How to Play:

- a. Spread the game board and put all the letter tiles on a table.
- b. Every player takes a rack and 7 letter tiles picked up randomly from the whole lot and puts them upon his/her rack.
- c. The youngest player begins.
- d. The first player uses 2 or more of the letters from his/her rack to make a word. He/she places it across or down

on the board (but never diagonally). The first player must place one of the letters upon any of the four centre (start) squares the squares with an S.

- e. The turn is completed by counting and noting down the score for the turn. The player then draws as many letters from the pile of letters as he/she has used. So there are always seven letters on his/her rack.
- f. The second player then tries to make a new word by adding one or more letters to those already played or forms a complete new word. All letters thus added must be placed across or down the board in one row. They must form one complete word and if these also touch other letters in adjacent rows they must form complete words as in a crossword. He/she gets full marks for all the words formed or modified by him/her. The play continues clockwise.
- g. New words may be formed in three ways:
  - (i) By adding one or more letters to a word or letters already on the board.
  - (ii) By placing a word at right angles to a word already on the board. The new word must use one of the letters of the word already on the board or must add a letter to it. (Refer to guide game turns 2, 3 and 4)
  - (iii) By placing a word parallel to a word already played so that adjoining letters also form complete words. (Refer to guide game turn 5)
- h. Once a letter is played, it can not be moved.
- i. The two blank tiles may be used as any letters. While playing a blank tile the player must state what letter it represents. Thereafter it cannot be changed during the game.
- j. A player may use his/her turn to replace any or all of the letters in his/her rack. This he /she does by discarding them face down and drawing the same number of new letter tiles. Then he/she mixes the discarded letters with those remaining on the board. In doing so he/she misses his/her turn to play.
- k. Which words can a player form? All words found in a standard dictionary are permitted except proper names etc. Usually commencing with a capital letter, foreign words, abbreviations and words requiring apostrophes or

hyphens. You can consult a dictionary when you want to check spelling or usage. Any word can be challenged before the next player starts his/her turn. If the word so challenged is unacceptable, The player takes back the tiles and loses his/her turn.

1. The play continues until all the tiles have been drawn and one of the players has used all the letters in his/her rack.

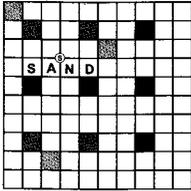
## Scoring

1. The tally of each player's score is entered in the score pad after each turn. The **score value of each tile is one**. The score value of **blank is zero**.
2. The score for each turn is the sum of all the letters in each word formed or modified in the play, plus the special squares. The player who makes the first word gets double the marks.
3. *Special word squares*: The score for the entire word is doubled when one of its letters is placed on a dark green square, it is trebled when it is placed on a blue square and is multiplied 4 times when it is placed on a violet square.
4. The player gets an extra turn if one of its letters is placed on a light green square.
5. When a blank tile falls on a dark green or a dark blue square, the sum of the letters in the word is doubled or trebled even though the blank itself has no score value.
6. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value if any) in the score for each word. (See examples. Turn 3 and turn 4 below).
7. Any player who plays all seven of his tiles in a single turn scores a premium of 30 points in addition to his regular score for the play.
8. At the end of the game each player's score is reduced by the sum of his unplayed letters and, if one player has used all of his letters, his score is increased by the sum of the unplayed letters of all the other players.

## Solo Game

Word Link can be played as a solo game also. The player keeps a tally of his/her own score. A player may set up 2 sets of letters on 2 racks and play alternately each rack.

The following examples show the first five moves as of a game being played.



4 letter word and start square  
Score:  $4 \times 2 = 8$



4 letter word  
Score:  $4 \times 1 = 4$



Words- SHIRT, BANDS, HONEY  
5 letters + 5 letters = 10  
Extra Turn: 5 letters- Word  $\times 4 = 20$   
Score:  $10 + 20 = 30$



Word-NEST  
4 letters - Word  $\times 4$  + Word  $\times 2$   
Score:  $4 \times 4 = 16 \times 2 = 32$



Word - ONION, IN, TO  
5 letters + 2 letters + 2 letters  
Score:  $5 + 2 + 2 = 9$



Words- KITE, PIN, ONE

### Game 2. Build A-Crossword

This is a fast paced crossword building game where everyone plays at the same time, building words using drawn letters. As their crossword grow, they can always change their crossword by rearranging letters and even words.

1. Place the play board on some flat surface.
2. Select the part\section of the board for play.
3. Decide duration of the play.
4. Start making your own crossword using drawn tiles.
5. Combine letters to build a new word or add into existing one.
6. The player with the most correct and long words will be the winner.

### Game 3-Word Search

1. Spill all the word tiles on the playing surface letter side down.
2. Players take turns to turn the tiles face up, one at a time.
3. Now, the race is on to find words. The words should be of minimum 3 letters.
4. Words may be formed with letters facing in any direction, as long as they touch each other.
5. The first player to get 10 words is the Winner.

**Note: There will be no special squares in these game.**