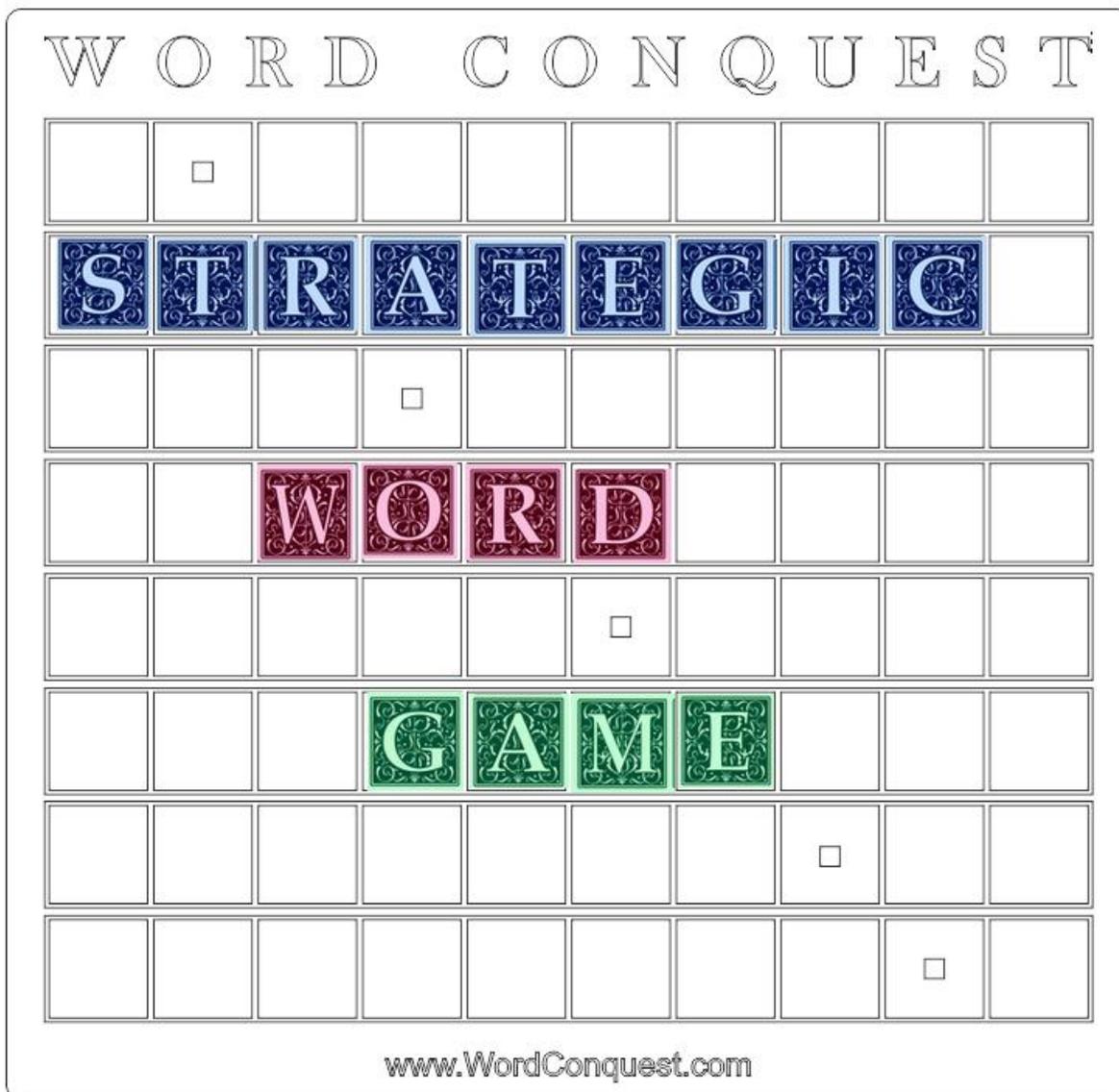


# WORD CONQUEST GAME

**Word Conquest** is a tabletop word game for two to five players. This game is all about strategically making and capturing words.

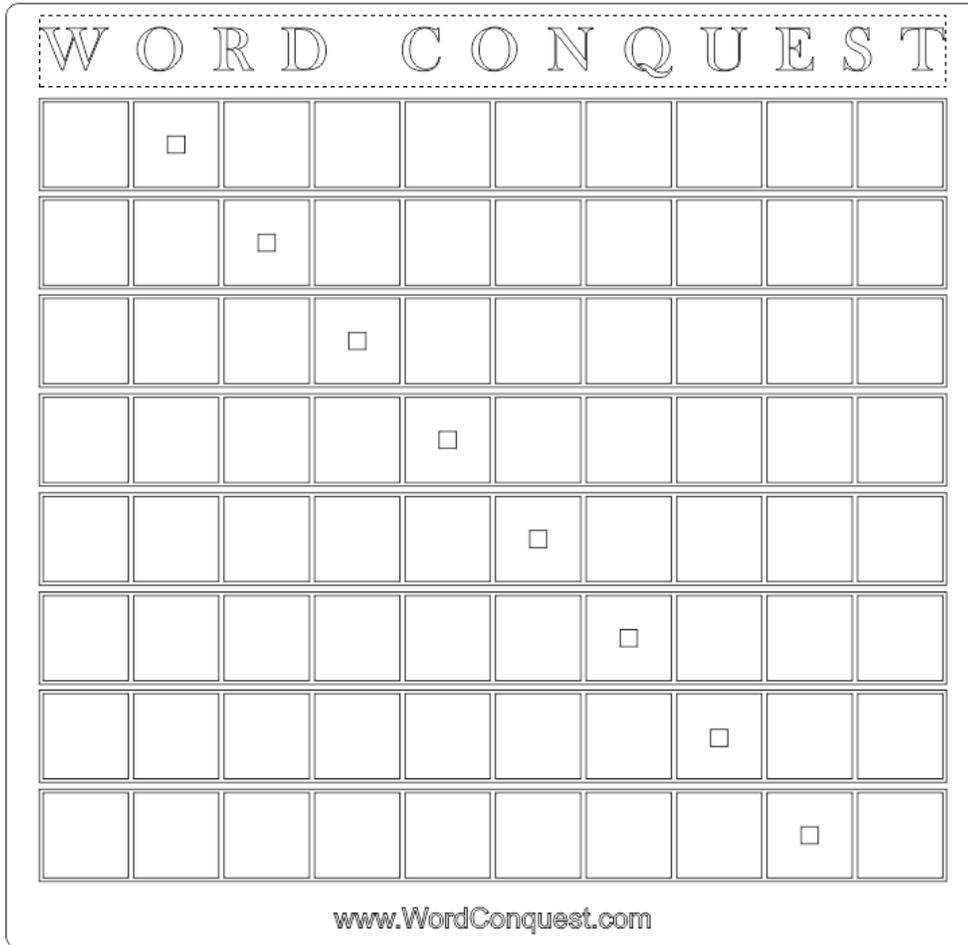
Players take turns placing letters **horizontally** in rows. The placement depends on whether a valid word can eventually be made from that combination of letters. For example, adding **S** to **TAR** is valid, but adding **J** to **CLOU** is not valid as no valid words can be made or continue to be made from -JLOU-.

Note that words are not made vertically.



## The Game Board

The game board comprises eight horizontal rows into which letters are placed to make words. The eight marked squares are starter locations for initial random letters.



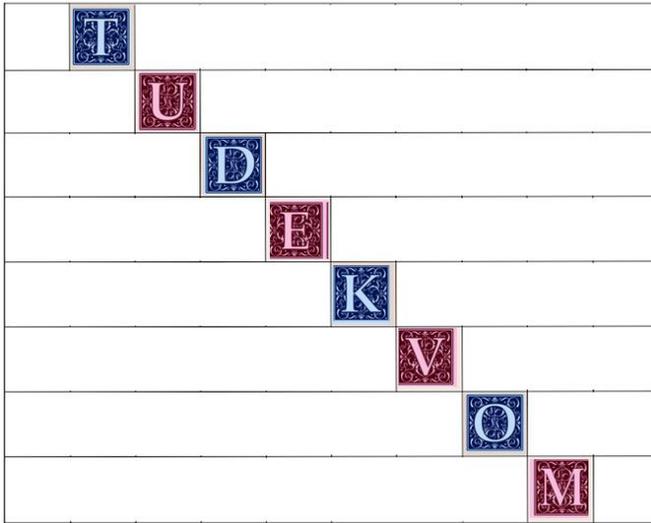
## Game Setup

Each player chooses a colour. Give each player their stack of coloured letter tiles. Stack all letters upside down in several draw piles. Each player then randomly selects seven tiles to play with.

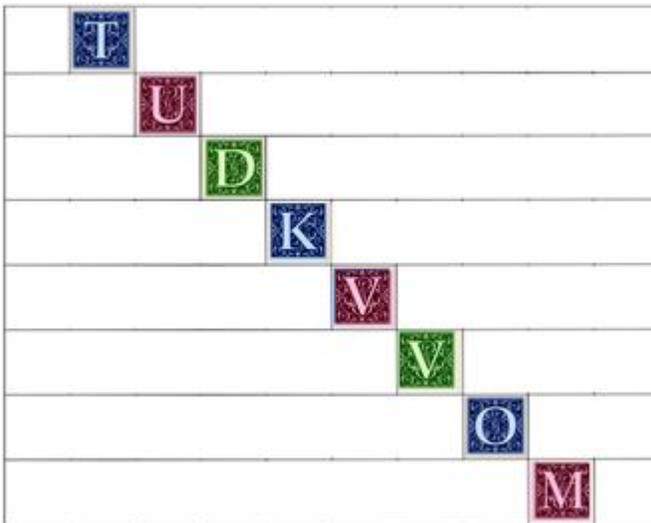
In turn, each player places letters onto the eight starting locations. The letters must come from their draw pile.

With three players, the player with only two of their tiles on the board goes first. With five players, pick someone at random to go first.

Here is a sample setup for two players:



Here is a sample setup for three players:



## Game Play

Each player must add a letter to any one of the horizontal spaces on the board. The placement must be such that a valid word is made or can be formed from that combination of letters, blank spaces included. Additional letters will eventually be placed in the blank spaces.

Examine these valid and invalid sample sequences with Q in one space:

VALID		INVALID
Q	SQUINT, FREQUENT are possible	QU—V no word possible
EQ	EQUATE are many more possible	H-Q no word possible
EQU--I	EQUATING, EQUATION can all be formed	
EQU-T—N	Only EQUATION(S) possible	

For the simplest example, if you had **HOS** on a line, you could place **P** at the end because words like **HOSPITAL(S)** and **HOSPICE(S)** are still possible to be made. You could also add **T** or **E** to the right (HOST, HOSES, GHOSTS etc) or prefix with **C** (CHOSE, PONCHO, etc). However, you cannot add **G**, for example, because there is no word possible using the sequence -HOSG- or -GHOS-.

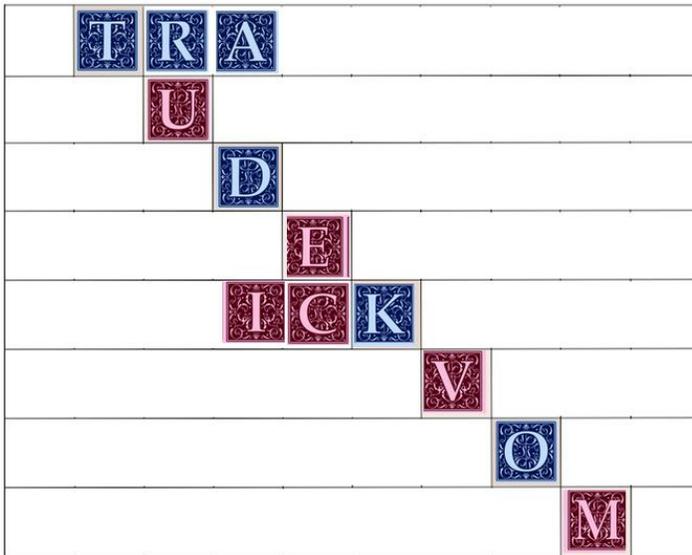
If possible, the player can then claim a word according to the “Claiming a Word” rules below. Once claimed, all the letters are removed and accumulated by the player. That player then places a random letter of their colour in the starting position.

Players must always maintain seven letters in their rack (unless at the end of the game).

If a player cannot play a letter, they can exchange all their letters from their draw pile, or simply pass their turn.

It is **IMPORTANT** that you always place letters according to what valid words can be made with the new combination of letters.

After two plays each, here is the sample board. The blue player is making a word like TRAP or STRANGE, while the red player could possible make TRICK or SICKNESS. The blue player could thwart the red player by placing a blue tile before or after “ICK”.



## Claiming a Word

In order to claim a word, it must be a complete word and either:

- the word can have no more letters that can be added to it
- the player owns the majority of letters (by colour).

A word is complete when no other letters can be added to the sequence of letters.

Examples of Complete and Incomplete Words:

- **TENT** is **incomplete** as other words can still be formed: **ATTENTION**, **EXTENT**, **INTENTS**, **TENTS**, **TENTACLE**, etc.
- **RABBITS** is **complete** as no more letters can be added to it.

Once claimed, stack letters face up by colour to make it easier for scoring and separating tiles for the next game.

## Strategies

Look not only at what word you are attempting to make, but also what your opponent is laying out. Anticipating what your opponent might be making and thwarting them is just part of the game. Common letter combinations give you a clue as to what valid words are possible.

## End of the Game

If a player cannot form a word, the next player has a chance. Once all players have indicated they have no letters to play, the game ends. This can only occur if no more letters exist in draw piles.

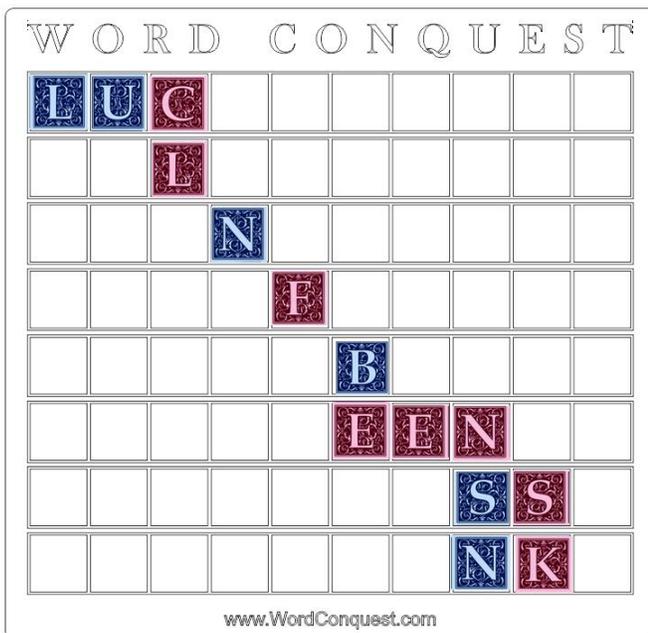
## Scoring

Scoring takes place at the end of the game. You should have two stacks of letters. Score by the value of each letter. Vowels are one point each, while consonants vary between 2 to 5 points and are marked as such.



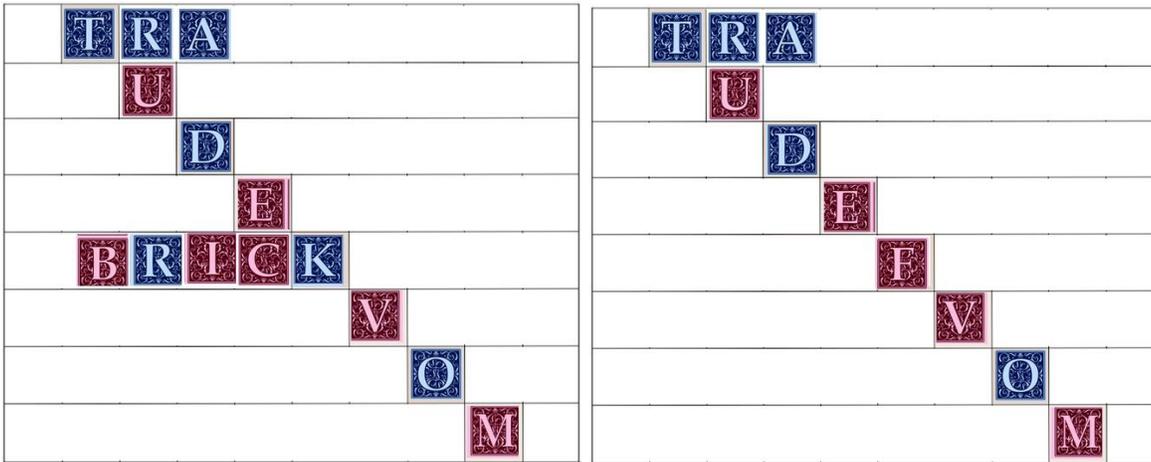
## Optional Scoring

Score double points for letters that are not of your colour.

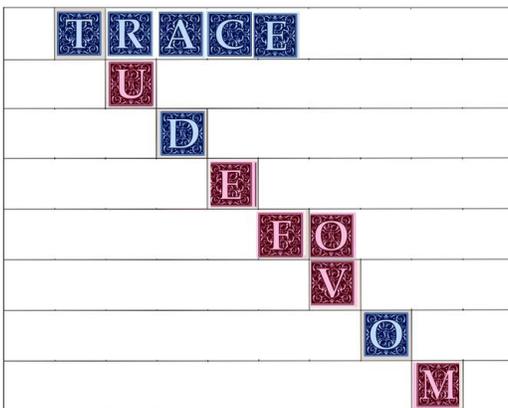


## Examples

Blue plays **R** in an attempt to capture one line, while red plays **B** to actually capture the word. Red takes **BRICK** (majority of letters are red) and places a random letter.



Play continues and blue makes TRACE.



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