

WORD RINGERS

A STRATEGIC WORD GAME

(Updated December 3, 2019)

In Word Ringers, two to four players attempt to control the most words. It's a strategic word search game for ages 7+.



Lasercut Components:

- 50 A-Z letter tiles, (excludes "Q")
- Four sets of coloured rings, five rings per set
- Four letter holding racks
- Game board.

Goal: Using rings to capture and control critical locations, from which one or more words can be formed in any direction. Target as many words as possible in each round. Be the first player to reach a preset target score to win the game.

Setup: Randomly insert 25 tiles into the game board. Give each player five tiles and five rings. Designate a scorekeeper and pick a target end-of-game score, for example 200 points.

Play in Rounds: In each round, all players will take turns placing tiles and rings onto the game board. This means each round will be composed of 10 plays per person. Keep playing until all players' tiles and rings have been placed onto the board. At the end of play, keep playing until the target score is reached.

Game Play: Playing in turns, the next player can:

- Place a tile onto the board and/or
- Place a ring onto the board

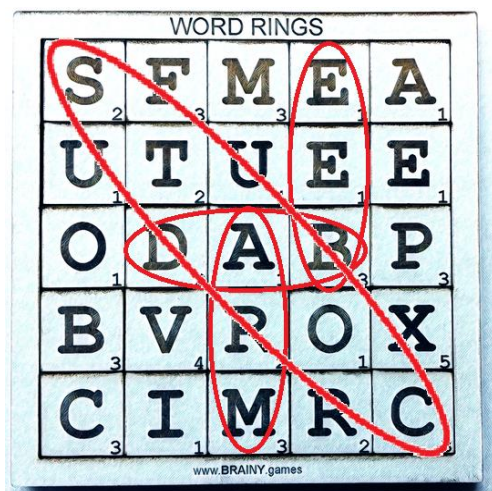
in such a manner as to attempt to make one or more words in any direction, now or later. The words are not scored until all tiles and rings have been played.

How to Place Tiles and Rings: Find a location that will allow you to possibly make a desirable, high scoring word.

Tile and Ring Placement: You can place a letter tile on another tile. You can only place a ring onto another letter, not another

ring. If you are the owner of a ring, you can place a letter on top of it.

Finding Words: Words can be found starting at or passing through any ringed letter. They can be found in any direction. When found, write them down and add up their points to accumulate your score. Minimum length is two letters.



Examples of words
in various directions:

COATS
BEE
BAD, BAD
ARM

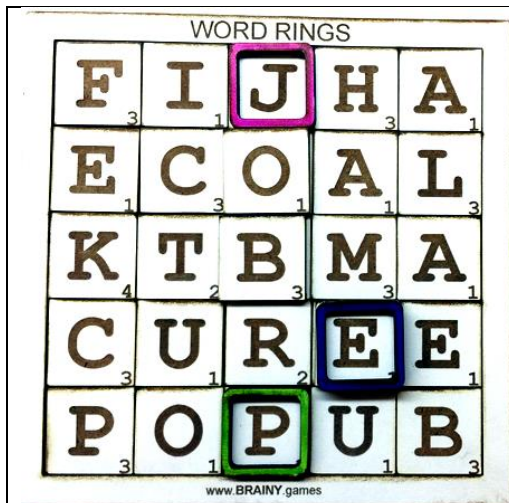
Scoring: After all tiles and rings have been played, each player writes down and scores their words. Any word that starts, ends or runs through a ring is eligible for scoring. It is possible for two or more players to score the same word. If all players score the same word, ignore the points as they cancel each other out (eg below: PIT, ZOO, OX).

Letter Points

Use the following chart to quickly score words.

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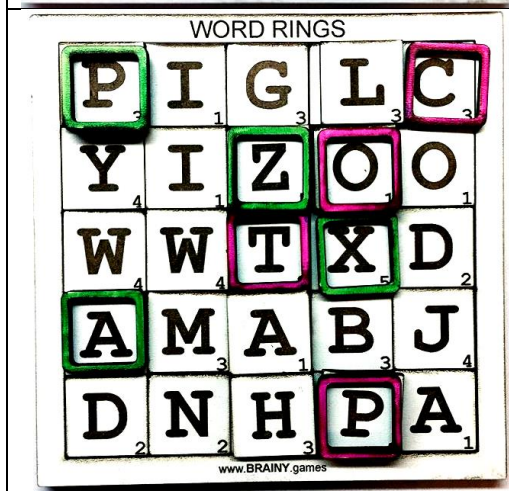
Scoring Examples:



PINK: JOB (8)

PURPLE: ME (5) CURE (7) BE (4) PEA (5)

GREEN: POP (7) PUB (7) UP (4) PEA (5)



PINK: COD, COT, OX, IT, HAT, PAW, PA, PIT, LOX

GREEN: PIG, ZOO, AM, AN, OK, AX, PIT

Accumulate each player's score. Restart the game with new random tiles. Upon reaching or exceeding the target score, declare the winner.

Place Letter Tiles Strategically: A letter tile can only be placed on a letter tile or one of your rings. Placement is based on what letters you still have in hand, and what the current arrangement of letters on the board. You do not need to form a word when placing a tile.

If you place a letter onto your ring, another player could still play another letter there.

Ring Placement: Placing a ring locks that location such that another letter cannot be placed there. You do not need to form a word when placing a ring. Remember that another player can thwart your plans by placing another letter onto an available nearby letter.

Strategies: Place letters and rings strategically. Here are some tips:

- Hold your highest letters until near the end of the round
- Ring high-valued letters early
- When advantageous, lock the middle or corner letters
- Keep at least one ring handy for your very last play.

Frequently Asked Questions (FAQ)

*If two words can be made in different directions (eg TIP and PIT), should we score both: **NO***

*Do we have to form a word when placing a tile or ring? **NO***

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