

Sample Play

This sample play consists of 2 players, each player's action will be indicated by its color.

P1 - player one goes first

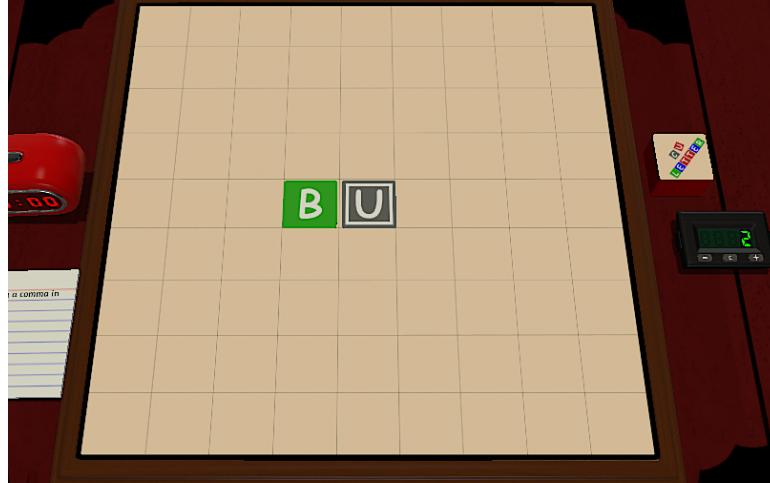
P2 - player two goes second

They decide to play the recommended counter number (14) to account for a round.

P1 - Places a grey Enchanter Card 'U', increases Counter by 1, and draws a card from the deck.

P2 - Places a green Letter Card 'B' next to 'U', increases Counter by 1, and draws a card from the deck.

Current Board State:



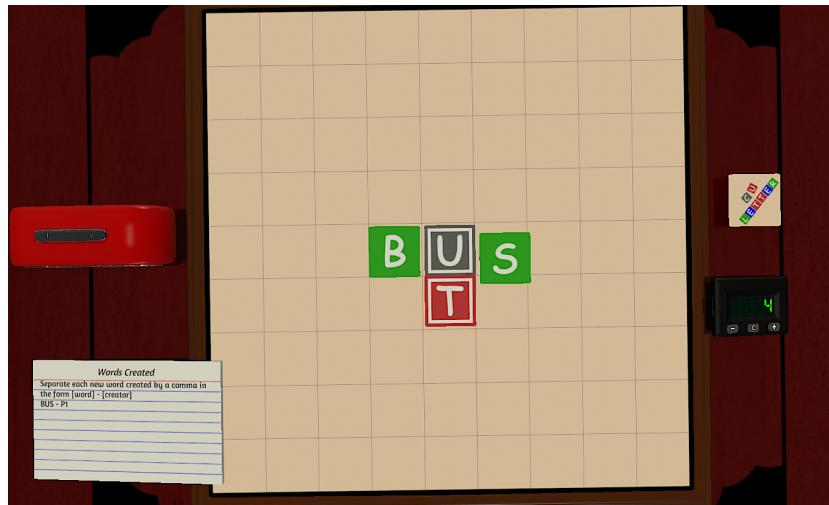
P1 - Places

green Letter

Card 'S' next to 'U', creates the word "BUS" and claims the word by writing it down on the Words Created list, and then increases Counter by 1 and draws a card from the deck.

P2 - Places a red Enchanted Letter Card 'T' under 'U', increases the counter by 1 and draws a card from the deck.

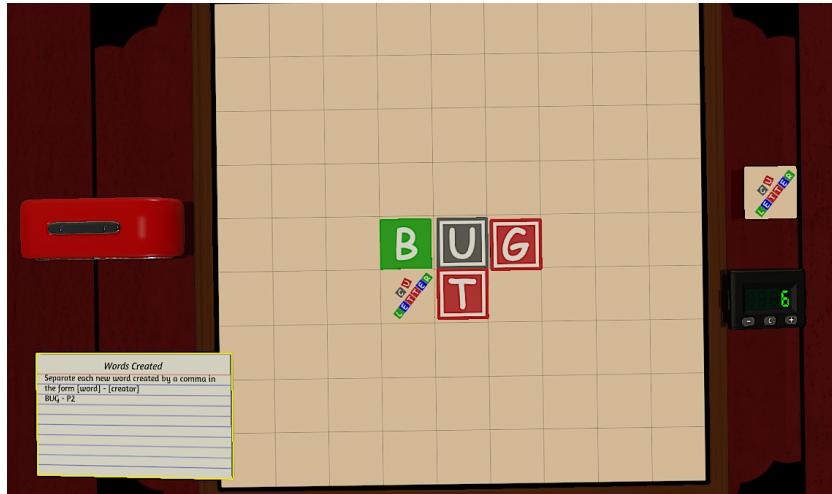
Current Board State:



P1 - Since the Enchanter 'U' Card created a grey Enchanted Zone around it, P1 can place a grey card face down next to Letter 'T'. After that, P1 increases the counter by 1 and draws another card.

P2 - The 'T' Enchanter Card created a red Enchanted Zone around it, so P2 overwrites 'S' by placing a red 'G' Letter Card on top of it. By doing so, P2 eliminates the word BUS, and P2 gets the new word BUG after claiming it and writing it down on the Words Created list. Finally, P2 increases the counter by 1 and draws another card.

Current Board
State:



P1 - Places a red Letter Card 'S' next to the hidden card, increases the counter by 1, and draws a card from the deck.

P2 - Since the 'T' Enchanter Card created a red Enchanted Zone, P2 is able to overwrite the hidden card by placing a red 'I' Letter Card over it. P2 announces the new word SIT and writes it on the Words Created list, increases the counter by 1 and draws a card.

Current Board
State:



P1 - Places a green 'O' Letter Card next to 'T', claims the new word "GO", increases the counter by 1, and draws a card.

P2 - Places a blue 'D' under 'O', claims the word "DOG" and removes "GO" from P1's claimed words list, increases the counter by 1, and draws a card.

Current Board

State:



Note: Although the word "TO" is also formed, since the longest word on that horizontal line is SIT, "TO" will not be considered unless one of the players breaks the word "SIT".

P1 - Places a green Enchanter Card 'I' on top of 'U', increases the counter by 1 and draws a card.

P2 - Places a green Letter Card 'E' under 'I', increases the counter by 1 and draws a card.

Current Board

State:



P1 - Card 'I' creates a green Enchanted Zone, so P1 can shift both 'U' and 'G' 1 unit to the right to create space for a 'H' Enchanter Card. This move breaks the words "BUG" and "DOG" claimed by P2. P1 then claims the new word "HUG", increases the counter by 1, and draws a card.

P2 - Places a blue 'L' Letter Card next to 'I', increases the counter by 1 and draws a card from the deck.

Current Board

State:



The round ends as the counter reaches 14, which is the set number of cards to be played per round. P1 and P2 then claim ownership of words by referring to the Words Created list:

'S' 'I' 'T' will be removed from board and rewarded to P2

'R' 'U' 'G' will be removed from board and rewarded to P1

The card that was overwritten before will stay on board and the unused letters will remain on board for the next round. The counter will be reset to 0, and the words listed in the Words Created list will be erased for the next round.

The new board will be:



The grey card that was placed facedown will be revealed at round start.

Now P2 will play first, repeating the same process for another 14 counts. The starter player will alternate between the players for every new round. For example:

Second Round:

P1 - Goes Second

P2 - Goes First

Third Round:

P1 - Goes First

P2 - Goes Second

...

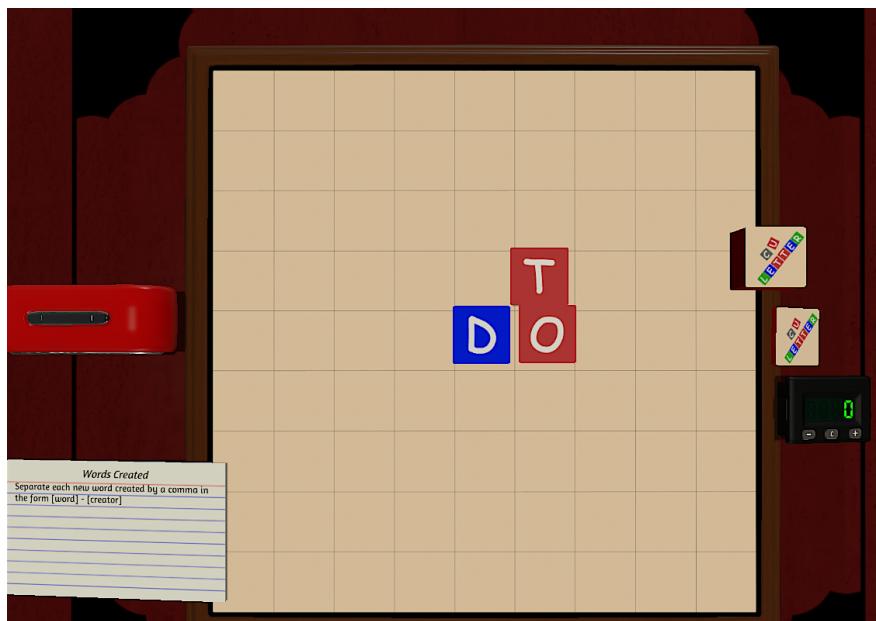
...

...

...

Etc

At the end of the game, when the deck is empty and both players do not have any cards left in their hands, P1 and P2 compete to find words that are created by the leftover words. For example, the following cards are left after all the claimed words are already assigned:



P1 claimed the word “TO” immediately after all the words are assigned, so he got to keep both “T” and “O”.

Letter “D” is the only card left on the board. Both P1 and P2 agree that there is no more word that can be created with only the letter “D”, so the game ends. The players then count how many cards they got, and the player with the most cards wins the game. For example, if P1 has 65 cards and P2 has 55 cards, then P1 wins the game.

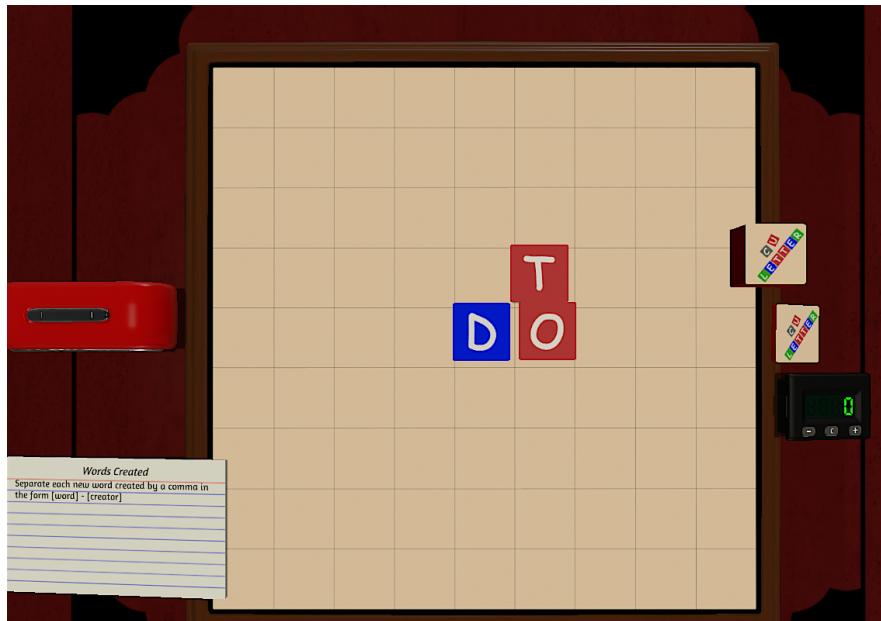
Some situation to be consider:

Example Board:



If P1 owns “DARE” and P2 owns “TAX”, the shared letter ‘A’ will be rewarded to P1 since “DARE” is longer with 4 letters while “TAX” only consists of 3 letters.

Example Board:



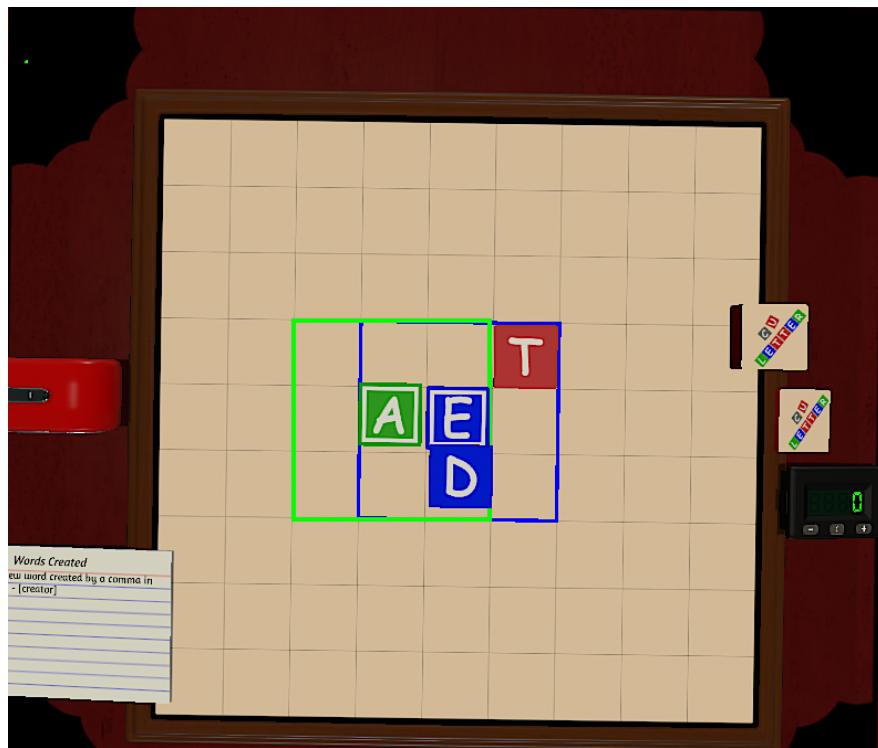
If P1 created “TO” after P2 created “DO”, the shared letter ‘O’ will get rewarded to P1 because P1 uses the letter last.

Enchant Cards Demonstration

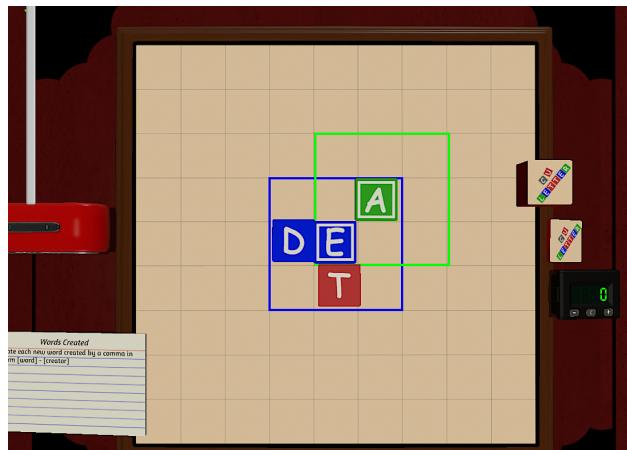
BLUE:



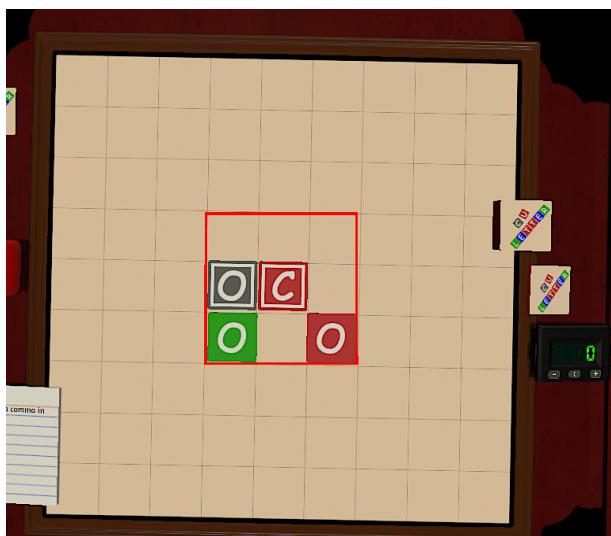
Any blue card placed within the zone created by Enchanted Card 'E' can swap position with any card within the zone. In this example, placing card 'D' in the zone will enable it to get swapped with card 'A', 'T', or 'E'. Swapping 'D' with 'T':



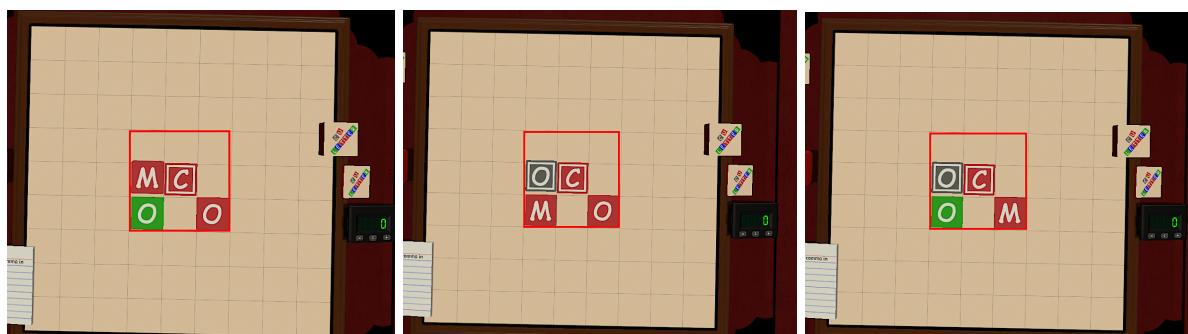
If the card is swapped with an Enchanter Card, then the zone created by the Enchanter Card will move with the card. For example, swapping 'D' with 'A':



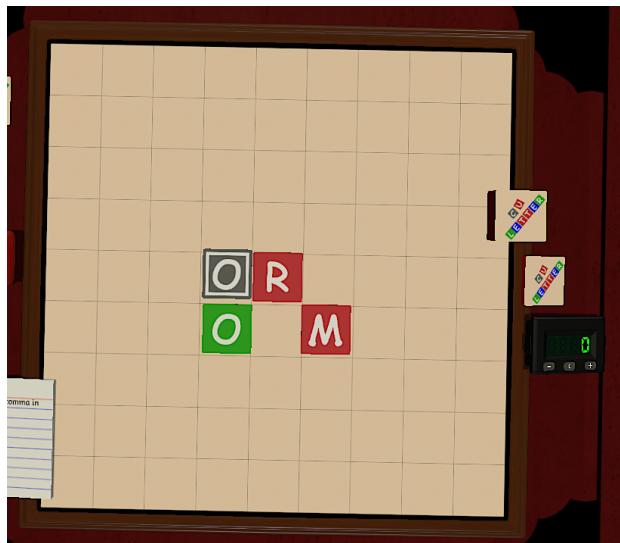
RED:



The next red card placed in the Enchanted Zone can be used to overwrite another card.



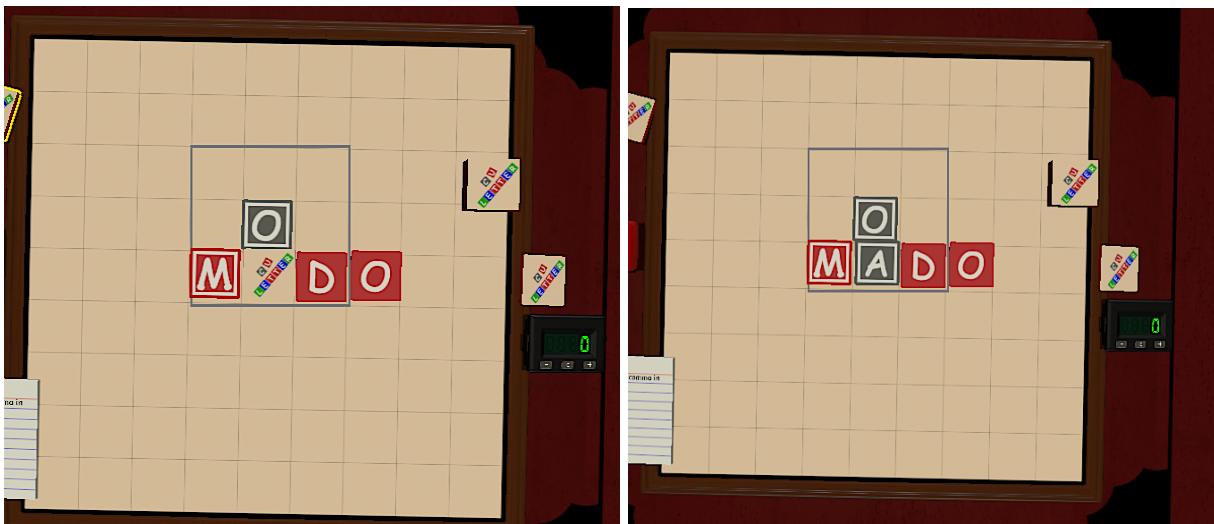
If a red Letter Card is stacked on top of an Enchanter Card, then the Enchanted Zone created by the Enchanter Card will be deactivated. For example, putting an M red Letter Card over the C Enchanter Card:



GREY

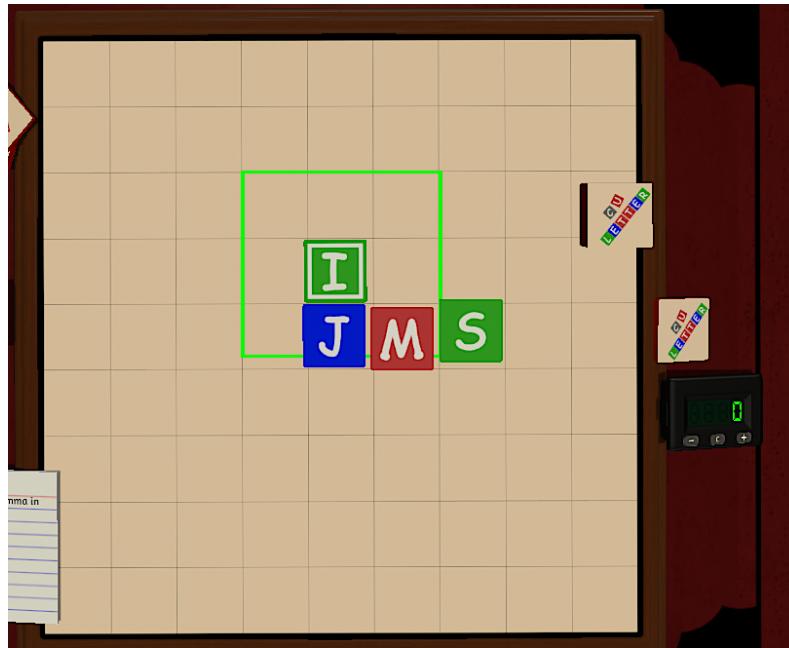
The next grey card can be placed facedown (hidden) if it is placed within the Grey Enchanted Zone. Once the round ends, reveal the grey card, and if it creates a word then the one who puts the card will claim the word.

The picture on the left contains the word “DO”. Once the grey card is flipped:

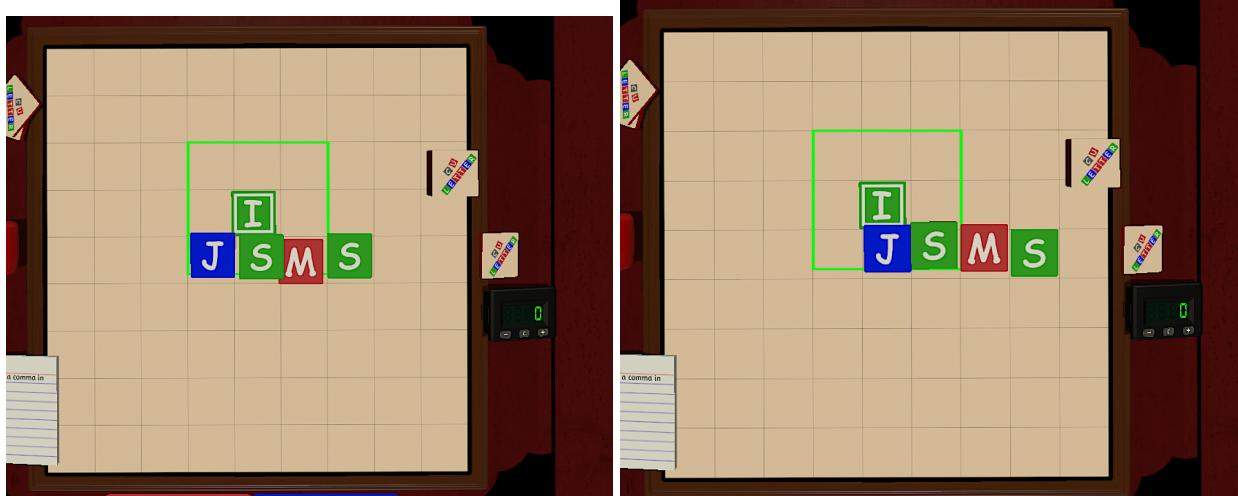


The player who placed the hidden grey ‘A’ Enchanter Card can claim the word “MAD” no matter how early or late the player played the hidden card.

GREEN

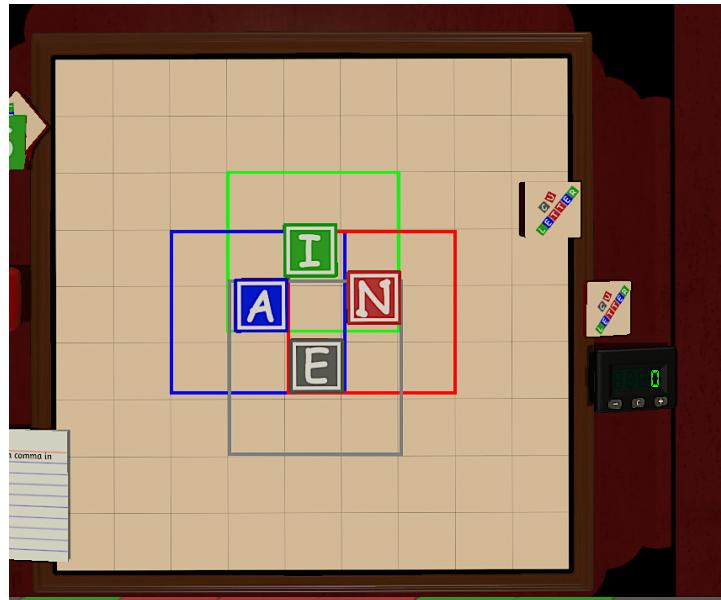


The player may place another green card in between the letters inside the green Enchanted Zone, and then shift all the cards to the right, left, top, or bottom of the inserted card one unit away from the card. For example, inserting 'S' in between 'J' and 'M':



The player may choose to shift **J** to the left if the player wants to put 'S' at '**J**' position
The player may choose to shift '**M**' and '**S**' to the right if the player wants to put 'S' at '**M**' position.

You may stack zones on top of each other, and the overlapped zones will enable players to use the abilities of any of the colors that are overlapped.



Example: the center square may perform any of the Enchanter Cards' abilities because all four zones overlap each other.

****NOTE:**

It is not necessary to draw the Enchanted Zone guidelines when you play because it might take too much time. The Enchanted Zone areas should be easy enough to see because it is only the squares adjacent to the Enchanter Cards.