



Boosters

	1 <u>Do Over</u> Re-roll and reset the time and score for this turn.	Buy 5 \$0.99	Buy 25 \$3.99
	1 <u>Shield</u> Prevent your time or letters from being stolen.	Buy 5 \$0.99	Buy 25 \$3.99
	1 <u>Steal Time</u> Steal 20 seconds from your opponent.	Buy 5 \$0.99	Buy 25 \$3.99
	1 <u>Steal a Letter</u> Steal one tile from your opponent.	Buy 5 \$0.99	Buy 25 \$3.99
	<u>Booster Basket</u> Collection of Boosters 5 of each type	Buy 5 \$3.99	Buy 15 \$9.99

Collect Your Free Daily Booster

Watch Ad for a Free Random Booster

Ad Space

The Wonderful World of Boosters


Boosters are available in three ways:


- 1) By purchase
- 2) Collecting a free one each day
- 3) Watching ads for boosters – up to 5 a day?


Only one of each type of booster can used per game.


For the Free Daily Booster, you have to click the button. A window pops up and an animation of some sort flips through the booster types and then stops on one. Add that to the count of boosters. What type of animations would be good here?

The number of boosters a player has is indicated by a badge on the game screen. If the booster has not been used in the game and the player has some available, the icon is enabled. Once the booster is used or if the player does not have any available, the icon is disabled.

Do Over
 Re-roll the letters. This resets the game board to the start of the round. No words or points are kept. Even if they play an eight-letter word, those points don't count if they re-roll. To re-roll the letters, press on the icon.

Shield
 The shield prevents your opponent from stealing time or letters from you. To use the shield, either tap on the shield icon or tap on the chomper coming in to do the stealing – provided you have a steal available.

Steal Time
 This option steals 20 seconds from the play clock. It happens at a random time within the first 30 seconds of the round. The chomper moves in over the timer and deducts 20 seconds before moving out. If the player taps on shield icon or the chomper (and they have a shield available), it moves away without stealing seconds. The option to steal is displayed via a message box at the end of a players turn. If the player finishes their turn by filling in a score before the steal is activated, the steal will be used on the next round. If it's the last round, do they get it back?

Steal Letter
 This option steals one random tile from the rack. It happens at a random time within the first 30 seconds of the round. Words made with the tile prior to its disappearance still count. The chomper moves in and chews up a letter before moving away. If the player taps on the shield icon or the chomper (and they have a steal available), it goes away without stealing a letter. The option to steal is displayed via a message box at the end of a players turn. If the player finishes their turn by filling in a score before the steal is activated, the steal will be used on the next round. If it's the last round, do they get it back?

This look is probably changing.

