

Zdetl Word Game Rules

The Zdetl game is playable on a standard Scrabble game board without modification. Play proceeds in the standard manner, with the following changes:

1. Players each draw 9 (nine, Ⅸ) tiles instead of seven.
2. If you draw fewer than three vowels you may exchange any number of tiles except for the drawn vowels until you have at least three.
3. Words created must be valid Zdetl words. Consult the dictionary to verify correctness if necessary.
- 3a. Pay attention to spelling and construction, especially in the case of diphthongs. Zdetl follows a one-letter, one-sound schema; for example, the letter that corresponds to “ㄷ” is distinct from the letter pairing “ㄷ ㄹ”. The former is a single phoneme while the latter is two consonant sounds separated by a syllable break.
- 3b. Words already played may, under certain circumstances, change spelling, even to the point of replacing tiles as needed. For example, the word “ㄹㄷ ㄷㄷ ㄷ” can be made into “ㄹㄷ ㄷㄷ ㄷㄷ” by replacing the “ㄷ” with an “ㄷ” tile. In this case, the previous tile is returned to the bag. This should only be done in cases where only one letter must be replaced or removed. Transforming a verb infinitive (for example, brojeve`, to stroll, ㄹㄷ ㄷㄷ ㄷㄷ) into its noun equivalent (brojevi, a walk, ㄹㄷ ㄷㄷ ㄷㄷ) would mean replacing two letters (ㄷ^) with one (ㄷ) and is not allowed.

Other valid use cases include adding syllables to words that would require replacing the final letter, as in the following examples:

- ㄷㄷㄷㄷ (woman) can become ㄷㄷㄷㄷㄷㄷ (wife, by replacing the final ㄷ with ㄷㄷㄷ)
- ㄷㄷㄷ (line) becomes ㄷㄷㄷㄷㄷㄷ (commoner, by replacing the final ㄷ with ㄷㄷㄷㄷ)

In every case, the new word must be a valid Zdetl word.

Note: In any game, interfering with another player either telepathically or telekinetically is strictly forbidden and grounds for forfeit.

		Tile inventory:			
Vowels		ㄷ	4	ㄷ	2
ㄷ	15	ㄷ	2	ㄷ	2
E	15	ㄷ	3	ㄷ	4
ㄷ	9	ㄷ	2	ㄷ	3
ㄷ	8	ㄷ	2	ㄷ	3
ㄷ	8	ㄷ	5	ㄷ	6
ㄷ	5	ㄷ	2	ㄷ	3
ㄷ	2	ㄷ	4	ㄷ	3
Consonants		ㄷ	2	ㄷ	5
ㄷ	3	ㄷ	2	ㄷ	3
ㄷ	3	ㄷ	2	ㄷ	3
ㄷ	3	ㄷ	3	ㄷ	2
ㄷ	3	ㄷ	2	ㄷ	4
ㄷ	3	ㄷ	2	ㄷ	3
ㄷ	4	ㄷ	2	ㄷ	5
ㄷ	4	ㄷ	3	ㄷ	3
ㄷ	5	ㄷ	3	ㄷ	6
ㄷ	3	ㄷ	5	ㄷ	4
ㄷ	3	ㄷ	4	ㄷ	2
ㄷ	3	ㄷ	2	blank	4