

Triple play!



Rules & more

Introduction

When a meetup group of game prototypers based at MIT was brought to my attention, I thought “Hmmm, that might be fun.” In the afternoon before the first session, I took about 15 minutes to print up a collection of cards, each of which had a single black consonant on it.

So, I showed up with my first prototype in a #10 envelope and called it CNSNNTS.

Much to my surprise, it was a lot of fun. The idea that different players could see different words contained in the same set of letters... or no words at all, and that you could try to bluff your way out of a pinch, led one of the participants, a word game fan, to comment that she thought coming up with something new in word games was pretty exciting. She also suggested adding some additional level of play... I think “colored dots” might have been code for that.

With that modicum of encouragement, I continued to develop, prototype, play test, solicit and respond to feedback, over and over and over... there’s no such thing as play testing too much... all the while following my instincts about what might make a family of elemental family-friendly games. At the top of the priority list: Easy to learn, fun to play, challenging, though not too frustrating... and timeless.

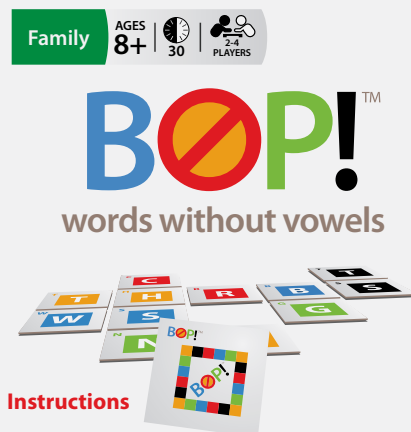
It has completely blown my mind how many people have been willing and able to contribute in one way or another to the development of these games. I think it would be impossible to thank them all enough, especially my wife, Kathy and my kids Abby and Matt, who have helped me through this intense period and also kept enough distance to provide a fresh eye when it was needed the most.

More than anything, I hope these games provide you, your friends and your family with many hours of entertaining fun.

Sincerely,



Gene Mackles



Contents

58 letter tiles, plus 2 **BOP! tiles** (see other side for letter and color distribution) plus instructions.

The object of the game is to score the most points by adding tiles connected to tiles already in play to make **wrds**.

A **word** consists of 2 or more tiles in a row which are all of the consonants only, in their correct order, of any word which can be found in a standard English language dictionary.

The set up

You'll need a pencil and paper for scoring. Jumble the tiles face down.

Each player draws a random tile. Player closest to Z goes first. Tied players redraw.

Return tiles and jumble again.

Each player then takes 5 tiles face down. Pick up, hold and look at your own tiles, but don't show them to the other players.

Stack all the remaining tiles face down to form the draw pile. Place the top tile from the draw pile face up in the center of the playing area.

This starts the grid.

How it works

The first player places 1, 2, 3, 4 or 5 tiles in a line, connected to the starter tile to form one or more valid **wrds** (see definition in red box). Play moves to the left. On your turn, take 1 of 2 actions. Either:

1. Add 1,2,3,4 or 5 tiles to the grid, in the same line, following the **Guidelines**, connecting to tiles already played. Then, replenish your hand to 5 tiles (or fewer, if there aren't enough tiles left to get to 5)... **or**

2. Pass... and trade some, all or none of your tiles back to the bottom of the draw pile and take new ones.

Scoring

After each turn:

1. Score one point for each tile in lines either created or extended on that turn factoring in **lttr bonuses** (see below) as you count. If a tile is part of 2 **wrds**, it is counted twice.

2. Add **word** bonuses (see below).

3. Add **10 points** if you played all 5 of your tiles.

4. Write down the score, keeping a running total for each player.

Bonuses

Lttr bonuses

are awarded for adjacent tiles that are the same color provided at least one was played on that turn. Point values for each tile double for 2 adjacent tiles of the same color, triple for 3, quadruple for 4, etc. **Lttr bonuses** only apply in the row or column the same color tiles are in. Also, for 5 consecutive **different** color **lttrs**, each **lttr** is worth 5 points (No bonus for fewer than 5 consecutive different colors).

Word bonuses

Add 5 points for each 5 **lttr word** completed, 6 points for each 6 **lttr word** completed and 10 points for each 7 **lttr** or longer **word** completed.

10 point bonus

Add 10 points if you played all 5 tiles.

BOP! tiles

A **BOP! tile** substitutes for any other single consonant in a **word**. It **is not** a specific color and scores like any other tile. Once it has been played, you may replace it prior to your turn (doesn't count as your turn) with any tile from your hand which works in its place and reuse the **BOP! tile** on that or any future turn. No points are awarded for swaps.

Challenges

The validity of any **word** may be challenged. If the challenge is successful, tiles must be withdrawn and that turn is over. The penalty for a failed challenge is loss of the challenging player's next turn. If a **word** containing a **BOP! tile** is extended causing a second **word** using that tile to become invalid, it is subject to challenge.

Guidelines

All tiles played must connect to the grid, be played in a single line and form valid **wrds**.

For the purposes of this game, "Y" is always a consonant.

Although on any one turn tiles must be played in the same line, multiple **wrds** may be created or extended as a result.

Wrds may be extended on a turn by adding tiles to one or both ends.

The game ends

After the draw pile has been depleted and one player plays his or her last tile, each other player gets one last turn. Each player then deducts one point for each tile remaining in his/her hand.

High score wins!

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Play Example

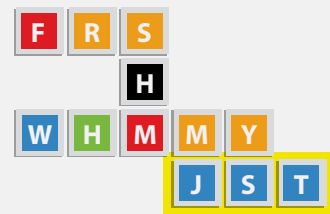
Starter tile



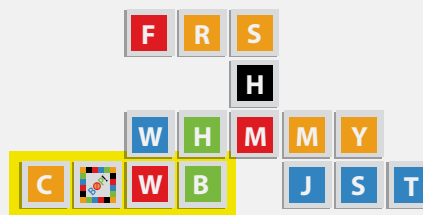
Turn 1 **FRS** played. Underlying words are FEARS, FURS, FIRES, etc. **SH** is also created – could be ASH, SH, SHA, SHE, SHEA, SHOE or SHOO. Double **litr** bonus for **RS** = 4 points + 1 (for the **F**) = 5 points across + 2 points up/down = **7 points**



Turn 2 **WHMMY** played. Underlying word is WHAMMY. **SHM** is also created. Could be SHAM, SHAME, SHIM, SHMO. 7 points across (double **litr** bonus for **MY**) + 3 points up/down = 10 points + 5 for completing a 5 **litr wrd** = 17 points + 10 points (for playing all 5 tiles). **27 points**



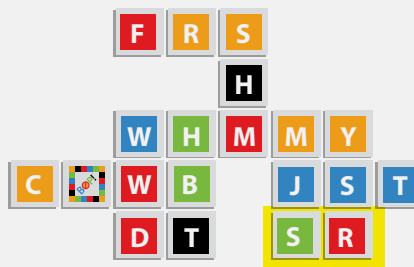
Turn 3 **JST** is played. Underlying words are JEST, JOIST, JOUST, JUST. **MOJ** (MOJO) and **YS** (AYES, YES etc.) are also created. Triple **litr** bonus for **JST** 3 x 3 = 9 points across + 4 points up/down. **13 points**



Turn 4 **C Bop!™** tile **WB** is played. Underlying word is COBWEB, so now the **Bop! tile** may only be replaced by a **B**. **WW** (WOW etc.) and **HB** (HOB, HOBO, HUB etc.) are also created. 4 points across + 4 points (double **litr** bonus for **HB**) + 2 points for the **WB** = 6 points up/down. **10 points**



Turn 5 **DT** (DOT, DATE, AUDIT etc.) is played. **WWD** (WOWED etc.) **HBT** (HABIT etc.) are also created. 2 points across + 8 points (double **litr** bonus for **WD**) up/down. No **litr** bonus for **HB** since neither tile was played this turn. **10 points**



Turn 6 **SR** (SORE, SIR, SEAR etc.) is played. **MJS** (MOJOS etc.) and **YSR** (EYESORE) are also created. **SR** = 2 points across + 3 + 3 = 6 points up/down. **8 points**



Turn 7 **GD** (GOOD, GOD, GOUDA, EGAD etc.) is played. **GYSR** (GEYSER) is also created. 2 points across + 4 points up/down. **6 points**



Turn 8 **S** is played. 25 points (5 points per tile for 5 different color tiles) + 5 for completing a 5 **litr wrd**. **30 points**

BOP!™ Letter Distribution

B	B	P	P
C	C	Q	Q
D	D	R	R
D	D	R	R
F	F	S	S
G	G	S	S
H	H	T	T
H	H	T	T
J	J	V	V
K	K	W	W
L	L	X	X
L	L	Y	Y
M	M	Z	Z
N	N		
N	N		
N	N		

2 BOP!™ tiles

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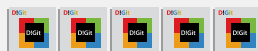
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Contents

60 tiles plus instructions.
Tiles are distributed as follows:

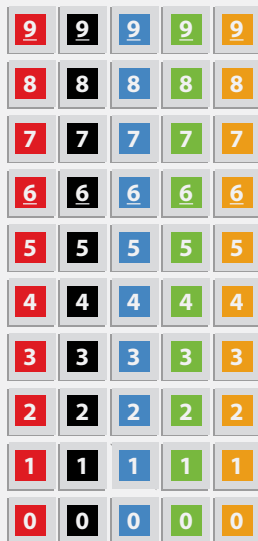
D!Git™ tiles



Blank color tiles



Numbered tiles



The object of the game is to be the first player to run out of tiles.

The set up

Jumble all the tiles face down. Each player draws a random tile. Highest tile (closest to the top of the distribution chart on the left) goes first. Tied players redraw. Return tiles and jumble again.

Distribute tiles face down equally among the players. Stack your tiles face down to create your draw pile and pick up the top 5 tiles. Look at your own tiles, but don't show them to the other players.

How it works

First player starts the game by placing 1,2,3,4 or 5 tiles face up in a single straight **line**, in the center of the playing area. This starts the grid.

Tiles in a **line** must be either the same number in all different colors **or** the same color in numerical sequence.

Play moves to the left. On your turn, take 1 of 3 actions. Either:

1. Add 1, 2, 3, 4 or 5 tiles to the grid in a single straight **line** following the **Guidelines**. Then, replenish your hand to 5 tiles.*

If, on your turn, you placed one or more 5th or 10th tiles in any **line** (no gaps), replenish your hand to 5 tiles,* and take another turn.

2. Swap one or more tiles in your hand for already played blank color and/or D!Git™ tile(s) provided they work there. Blank color for **D!Git™** tile swaps are allowed, as are sequential swaps (see Play Example Turn 7) ... **or**

3. Pass... and trade some, all or none of your tiles back to the bottom of your draw pile and take new ones.

The game ends when one player plays his or her last tile. **That player wins!**

*or fewer, if there aren't enough tiles left to get to 5.

Blank color tiles and D!Git™ tiles

There are 2 types of wild tiles: Blank color tiles and **D!Git™** tiles. Blank color tiles can take any numerical value, but must properly represent their color. A **D!Git™** tile represents any other tile allowed in its position. If part of 2 **lines**, a wild tile must represent the same color and number in both **lines**.

Numerical sequences

Lines may be created or extended by placing tiles of the same color in numerical sequence. These sequences may be played either across or up/down and may either increase or decrease, but not both. They may begin on any number and "wrap around". See below:



Guidelines

All tiles played must connect in a single straight **line** in which *either* the numbers are the same and the colors are all different **or** the numbers are a sequence of tiles of the same color. At least one must connect to tiles already played.

Although you must play tiles in a single **line**, additional **lines** may be created and/or extended as a result.

You may create or extend a **line** on a turn by adding tiles to one or both ends of it.

Either type of **line** (same number, or same color in sequence) may be oriented either up/down or across.

Numerical sequences may not be longer than 10 tiles. Other **lines** may not exceed 5 tiles and each tile must be or represent a different color... and if there are gaps, it's not a **line**. Each **line** must have a space at either end. Some spaces may not be fillable.

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D!Git™

Play Example

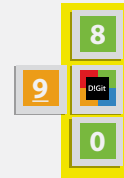
Turn 1

Yellow 9 is played.



Turn 2

3 tiles added.
D!Git™ tile
now represents
Green 9.



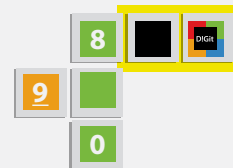
Turn 3

Green blank tile
swapped for
D!Git™ tile.



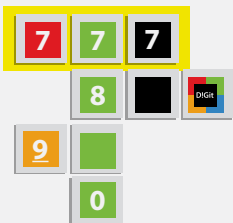
Turn 4

Black Blank tile
and D!Git™ tile
are played.



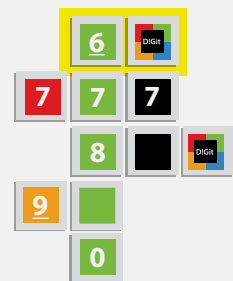
Turn 5

Red 7, Green 7
and Black 7 are
played.



Turn 6a

Green 6 and
D!Git™ tile are
played.
For placing the
5th tile in a line,
(Green 6, 7, 8,
Blank, 0) this
player replenishes
to 5 cards and
takes another
turn.



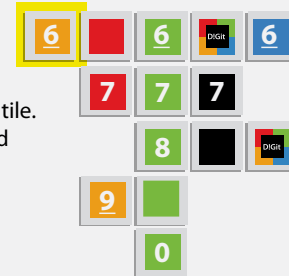
Turn 6b

Yellow Blank,
Red Blank
and Blue 6 are
played.
For placing the
5th tile in a line
(of 6s) this player
replenishes to 5
tiles and takes
yet another turn.



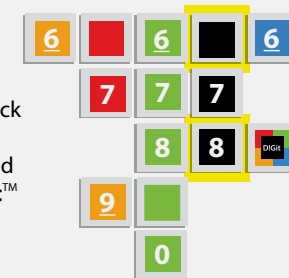
Turn 6c

Yellow 6
swapped for
Yellow Blank tile.
The extended
turn is over.



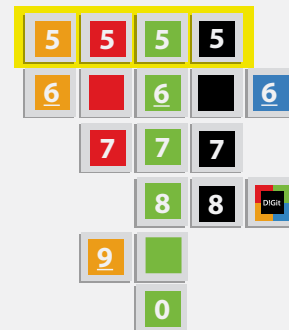
Turn 7

Black 8
swapped for
the Blank Black
tile, which is
then swapped
for the D!Git™
tile in the
Black 6
position.



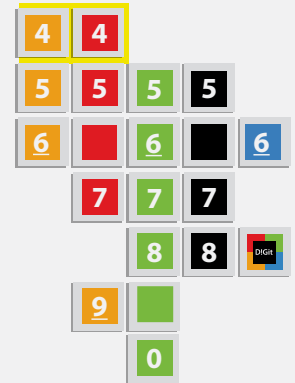
Turn 8

Yellow 5,
Red 5,
Green 5 and
Black 5
are played.



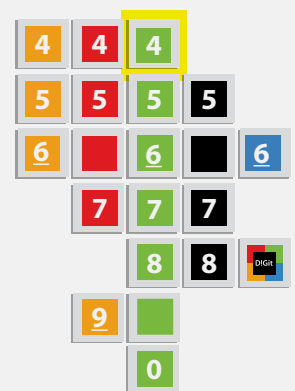
Turn 9

Yellow 4 and
Red 4 are
played.



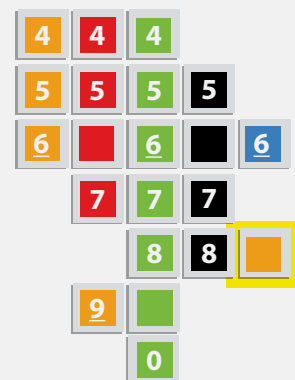
Turn 10

Green 4 is
played.



Turn 11

Yellow blank
swapped for
D!Git™ tile.



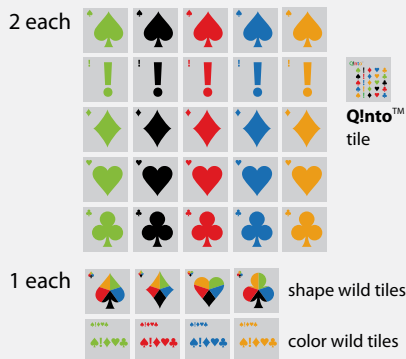


Instructions

Contents

60 tiles plus instructions.

Tiles are distributed as follows:



Q!nto™ is a game where players take turns in which they either:

1. Add tiles to the grid in a single straight **line**
2. Swap tiles in their hand for already played wild tiles **or**
3. Pass... and possibly exchange tiles

A **line** is 2, 3, 4 or 5 tiles in a row or column in which the color is *either* the same on each tile *or* different on each tile **and** the shape is also *either* the same on each tile *or* different on each tile.
5 such tiles are a Q!nto™

To start

Jumble all the tiles face down. Each player draws one random tile.

High suit ♠!♦♥♣ goes first. Tied players redraw. Return and rejumble the tiles. You are now ready to play **Q!nto™ Classic**, **Q!nto™ Plus** or **Q!nto™ Light**.

Q!nto™ Classic

The object of the game is to score the most points.

The set up

Get a pencil and paper for scoring. Each player then takes 5 tiles face down. Look at your own tiles, but don't show them to the other players.

Stack all the remaining tiles face down to form the draw pile. Place its top tile face up in the center of the playing area. This starts the grid.

How to play

First player starts the game. Play moves to the left. On your turn, take 1 of 3 actions. Either:

1. **Add 1,2,3,4 or 5 tiles to the grid** in a single straight **line**, according to the **Guidelines** (see other side), then replenish your hand to 5 tiles.*
2. **Swap one or more tiles in your hand for already played wild tiles and/or Q!nto™ tiles** that work in their positions.... **or**
3. **Pass...** and trade some, all or none of your tiles back to the bottom of the draw pile and take new ones.

Scoring

After each turn, score one point for each tile in all **lines** created or extended on that turn. Tiles in more than one **line** count again for each **line** they're in. Add 5 points for:

1. Each **Q!nto™** completed (see red box)
 2. Playing all of your tiles on one turn
 3. Making the game's final play
- No points are awarded on turns used for swapping.

The game ends when the draw pile has been depleted and one player plays his or her last tile. Add 5 points for that turn.
High score wins!

Q!nto™ Plus

Same as **Q!nto™ Classic** however, if, on your turn, you create or extend a valid **diagonal line** of 3 or more tiles, you get to count it. A **diagonal Q!nto™** scores as any other **Q!nto™**. Ignore **diagonals** for wild and **Q!nto™** tile swaps.

Q!nto™ Light

The object of the game is to be the first player to run out of tiles (no scoring).

The set up

Distribute all the tiles face down equally among the players. Stack your tiles face down to form your own draw pile. Draw the top 5 of those tiles to be your hand and look only at your own tiles.

How to play

First player starts the game. Play moves to the left. On your turn, take 1 of 3 actions. Either:

1. **Add 1,2,3,4 or 5 tiles to the grid** in a single straight **line**, according to the **Guidelines** (see other side), then replenish your hand to 5 tiles.*

If, on your turn, you complete one or more **Q!ntos™** replenish your hand to 5 tiles,* and take another turn.

2. **Swap one or more tiles in your hand for already played wild tiles and/or Q!nto™ tiles** that work in their positions.... **or**

3. **Pass...** and trade some, all or none of your tiles back to the bottom of your draw pile and take new ones.

The game ends when one player plays his or her last tile. **That player wins!**

*or fewer, if there aren't enough tiles left to get to 5.

continued

Guidelines

All tiles played must connect in a straight **line** (definition on other side). At least one must connect to the grid.

Although you must play tiles in a single **line**, additional **lines** may be created and/or extended as a result.

You may create or extend a **line** on a turn by adding tiles to one or both ends of it. Tiles may be played in any sequence. Maximum **line** length (diagonals excluded) is 5 tiles. If there are any gaps, it's not a **line**, and some spaces may be impossible to fill.

More about wild and Q!nto™ tiles

There are 4 color and 4 shape wild tiles which can substitute for any other allowable tile(s) of their color or shape. There are also 2 Q!nto™ tiles which can represent **any** other allowable tile(s).

A wild or Q!nto™ tile *may* represent different tiles in different directions.

For example, a wild heart tile *may* represent a green heart in one direction and black heart in the other... likewise, a wild blue tile *may* represent a blue spade in one direction and blue club in the other.

Such a wild or Q!nto™ tile would be "unswappable" since no single tile can work in its position.

You may swap any already played wild or Q!nto™ tile for **any** other tile(s) from your hand provided it/they work(s) horizontally and vertically in that position. That means it may or may not be the same shape or color as the wild tile itself. Swapping wild or Q!nto™ tiles for each other is allowed, as are multiple, even sequential swaps (see Play Example Turn 7). Swapped wild or Q!nto™ tiles may be replayed on any future turn.

Note: Any 2 tiles work to begin a line
They will set the requirements for the remaining tiles in that **line**.



Play Example for Q!nto™ Classic

Starter tile



Turn 1

2 points across
+3 points up/down
5 points



Turn 2

3 points across
+2 points up/down
5 points



Turn 3

5 points across
+5 for the
Q!nto™
10 points



Turn 4

Yellow heart
swapped
for the yellow
wild tile
0 points



Turn 5

5 points across
+9 points
up/down
+5 for the
Q!nto™
19 points



Note: This turn would score an additional 3 points in Q!nto™ Plus (for the valid diagonal line of 3 tiles ! ♠ ♦)

Turn 6

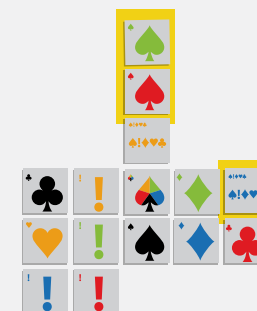
5 points
up/down
+5 for the Q!nto™
10 points

Note: This turn would score an additional 6 points in Q!nto™ Plus (for the 2 valid diagonal lines of 3 tiles each ♠ ! ♠ and ♠ ! ♠)



Turn 7

Green spade
and red spade
swapped for
the blue wild
tile and
red wild tile,
then the blue
wild tile
is swapped
for the
Q!nto™ tile
0 points



Turn 8

5 points across
+5 for the
Q!nto™
10 points

Note: This turn would score an additional 3 points in Q!nto™ Plus (for the valid diagonal line of 3 tiles ! ♠ ♦)



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FAQs

BOP!

For the purposes of this game “Y” is always a consonant. Can you clarify?

Yes. It means if a “Y” is in a **word** it must be treated as a consonant and included, even if, technically, it’s a vowel. This rule is designed to avoid any potential disagreements over that point. That said, If all players agree to distinguish “Y” the vowel from “Y” the consonant and only use “Y” when it’s a consonant... go for it!

Is it possible for a single tile to qualify for 2 different bonuses?

In a word, yes.

D!Git

If, on my turn, I play a 5th or 10th tile on a line, and have tiles that would continue that line and would like to play them, am I allowed to?

Yes, however, you aren’t required to play them. Whether, or how many to play is your strategic decision.

How can I play one or more 5th or 10th tiles in a line?

Let’s say two **lines** of 4 tiles or one **line** of 4 tiles and one **line** of 9 tiles share a blank space at one end which could possibly be filled, filling it would complete 2 **lines** at the same time. There are other possible ways to place more than one 5th or 10th tile in a **line** on a single turn. The point is, no matter how many 5th or 10th tiles you place on a single turn, one additional turn is your reward.

Q!nto

No FAQ’s yet

Comments

My wife and I have played all three of these games and enjoyed them very much. They are engaging and fun. As you play them you realize that there is a lot of strategy involved.

Mark Steele, Salem, MA

It (BOP!) was a blast. It was quite a challenge to see the words in my 'hand' without vowels, bt nw ftr plyng th gm t's mch sr

Tod Amazeen, Bedford, MA

BOP! is a fascinating game. Not only will you probably learn new (and awesome!) words while playing, but you'll discover fun connections between seemingly completely unrelated words.

Alex Willisson, Somerville, MA

Love these games!

David Forbes, Lincoln, MA

Smartest, coolest abstract game and game designer on the market today! Highly recommended for all ages and levels!

Bob Kelly, Brookline, MA