

made by Skill

Final Score:

WORDS DON'T COME EASY!

If the word belongs to two zones simultaneously, use any topic!

Instructions: part II →

Map zones:

- Sports
- Food
- Drinks
- Nature
- Technology
- Music
- Feelings
- Animals
- Cinema
- Sea
- Money

Bonus cells:

g = +10 sec for your next word
x2 = double points for the word
+ = pick any zone for the word



Get boozed? Simply turn the paper by 90/180/270 degrees and enjoy the new layout!

You are standing in front of some door. There is an inscription on it, made with colorful letters: "Words don't come easy! Use them carefully... Collected your thoughts, you pull the door handle and find yourself in..."

1) Now pick any zone from the left border of the game field.

...the strange room. It is completely colored and has hexagonal tiles. When you step into, you suddenly realize you can't talk and move anymore. You almost panic but then you remember the phrase on the door. You think of "Words" word trying to move and see the letters of the word appear on each tile you step...

2) Place the word "Words" attached to the left border of your chosen zone (in any way: horizontal or vertical). To move further, you have to pick any letter of the word (except the first) and compose a new word, using it while meeting the criteria (topic of the room - the legend is on the left side). You can compose a word only in one straight direction. Also, you have to alternate words positions and leave a gap between two different words. This way, your main target is to proceed to the right border and touch it with a letter, ending the game. However, try to come up with as many words as you can because after the game ends you have to calculate your final score and put it in the corresponding field!

part II. Time limit rules.

... You look around to discover that the only item here is the clock hanging on the opposite wall. However, its only job is to count down 40 seconds...

The Clock in each room sets time restrictions on your turns. The limit for a first word in the current zone = 40 sec. With each new word in the same zone your limit decreases by 5 sec, until it reaches 20 sec.

When you move to the next zone, your time limit gets back to 40 sec and so on. The penalty for not meeting a limit of turn is receiving zero points for your current word.

→ middle of one of four available sides (if 3+ players are involved).

There are 2 game modes here:

• Score attack. Fill up the field with as much words as possible! The game ends when there is no chance (and space as well) to come up with a word. The highest scorer is the winner!

• Rush attack. Reach the opposite border as soon as possible! First one is the winner!

Time limit here is not in losing points, but in losing a turn, giving way to the next player.

part III. Multiplayer rules.

... You compose another word and move in desired direction, leaving letters on tiles' surfaces. Suddenly, you notice a figure in the distance. It is definitely a person - it looks exactly the same as you. He waves you without saying a word. You pay attention to the fact that no words come to your head until this person comes up with his own word, doing several steps forward. God knows who is he - a friend or a foe...

You can play the game with your friends! (or enemies;) The rules are absolutely the same but there are some details. Each person starts wherever he/she wants, however it's strongly recommended for each player to start in the

You are standing in front of the last door. You have a strange, light feeling when you reach out and open it... Light hits your eyes. You cover your face with a hand and discover yourself lying in your bed. The wall-hanging clock says it's 12:00 PM already. You take a deep breath and reach your hand to take the phone on your nightstand. But the first thing you touch is a paper lying on a floor. You pick it up, rub your eyes and see a yesterday's newspaper. It's opened on a page with the crossword puzzle almost finished by you. (You peer to itself to discover that someone else attempted to solve it as well. You can't remember if it was before or after you...)

The ending.

Multiplayer (extension) version only

Thank you very much for reading and have a lot of fun playing the game!

Date

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WORDS DON'T COME EASY!

If the word belongs to two zones simultaneously, use any topic!

Instructions:

part II →

Assuming I had no penalties for exceeding time limit
36 letters (with "Words" plus double points for "Fiction")
36 * 7 = 50 points total

Map zones:

- Sports
- Food
- Drinks
- Nature
- Technology
- Music
- Feelings
- Animals
- Cinema
- Sea
- Money

Bonus cells:

8 = +10 sec for your next word
x2 = double points for the word
+ = pick any zone for the word

I will place signs near each of the word in such a format: "number of the current word (in total), amount of the time I had to come up with a word"

START

White arrows point to letters I picked to compose new words

SINGLE PLAYER GAME SESSION EXAMPLE

you can position "Words" any way you like: diagonal or vertical.

In this example it was placed in a lower diagonal position

here the word "Sausage" crosses three different zones. It means we can choose any zone we like. In this case we have chosen "Food" zone

"Sea" word crosses two different zones and we picked "Sea" zone instead of "Sports"

double points for this word (bonus collected)

now let's calculate the final score

FINISH

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MULTIPLAYER GAME SESSION EXAMPLE

Part II

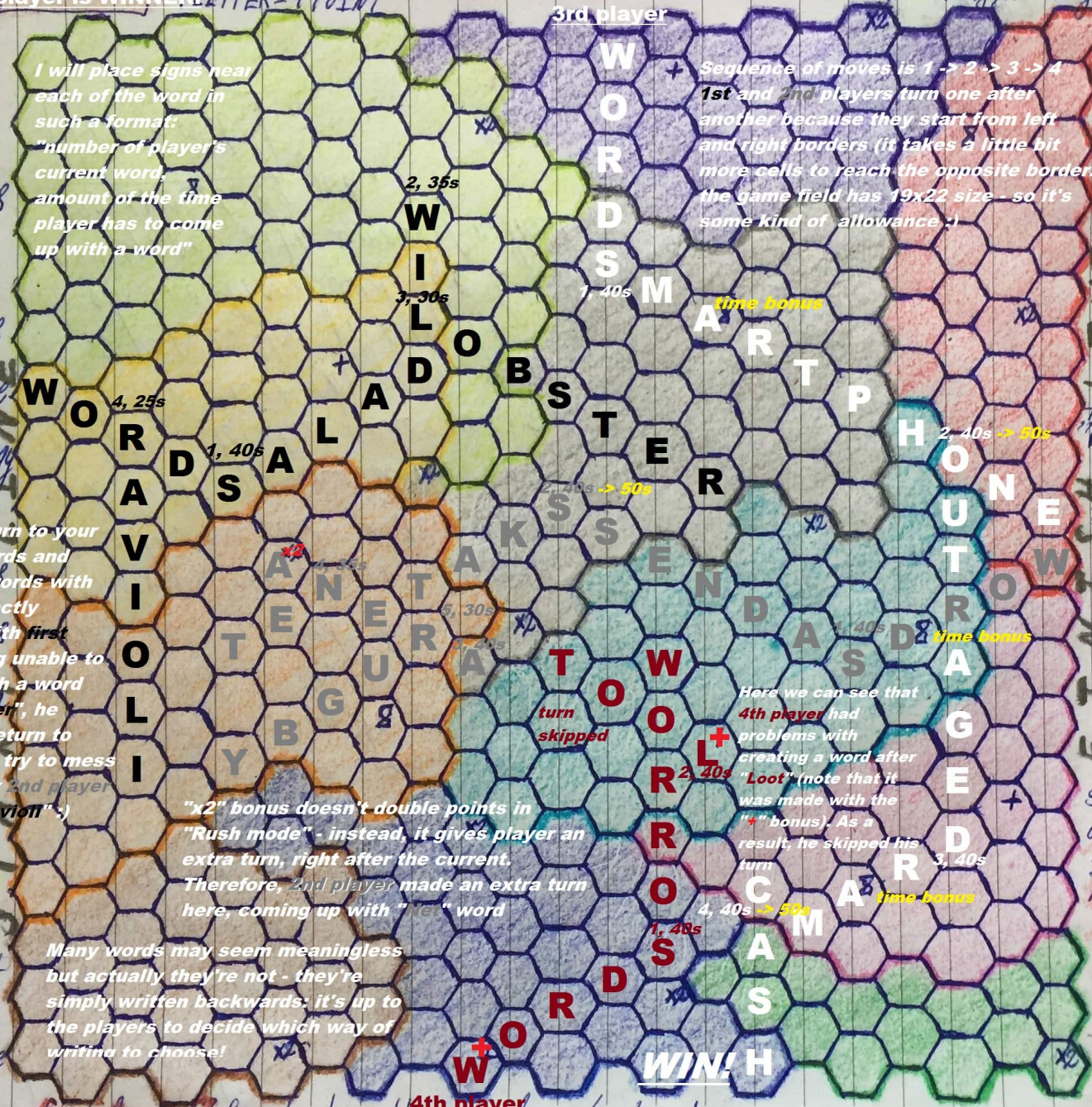
3rd player is WINNER! LETTER = 1 POINT

Map zones:

- Sports
- Food
- Drinks
- Nature
- Technology
- Music
- Feelings
- Animals
- Plants
- Moving

Bonus cells:

8 = +10 sec for your next word
x2 = double points for the word
+ = pick any zone for the word



I will place signs near each of the word in such a format:
"number of player's current word, amount of the time player has to come up with a word"

Sequence of moves is 1 -> 2 -> 3 -> 4
1st and 2nd players turn one after another because they start from left and right borders (it takes a little bit more cells to reach the opposite border: the game field has 19x22 size - so it's some kind of allowance :)

"x2" bonus doesn't double points in "Rush mode" - instead, it gives player an extra turn, right after the current. Therefore, 2nd player made an extra turn here, coming up with " " word

Many words may seem meaningless but actually they're not - they're simply written backwards: it's up to the players to decide which way of writing to choose!

Here we can see that 4th player had problems with creating a word after "Loot" (note that it was made with the "+" bonus). As a result, he skipped his turn

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(RUSH ATTACK)

door, there is an inscription on it, made with "colored" words don't come close: like them carefully... Collected your thoughts you pull the door handle and find yourself in....
1) Now pick any zone from the left border of the game field.
... the strange room. It is completely colored and has hexagonal tiles. When you step into, you suddenly realize you can't talk and move anymore. You almost panic but then you remember the phrase on the door. You think of "words" word trying to move and see the letters of the word appear on each tile you step...
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