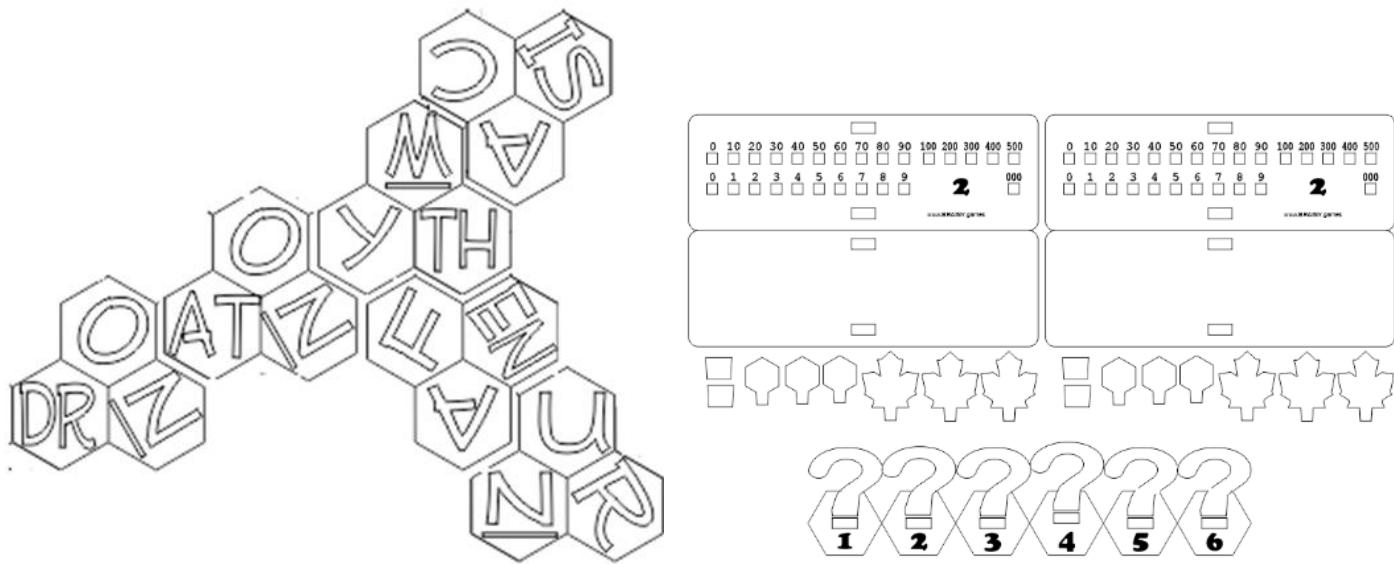


WORD WORM GAME

(Updated 27-Dec-2018)

WORD WORM is a tabletop game of making words on a dynamically changing “board” comprising 52 tiles with 156 letter fragments. Six “worm” tokens maintain player positions while six scoreboards track individual scores.

Players lay and swap tiles, finding paths that form words and moving their tokens to score points. Play continues until a target score is met or exceeded.

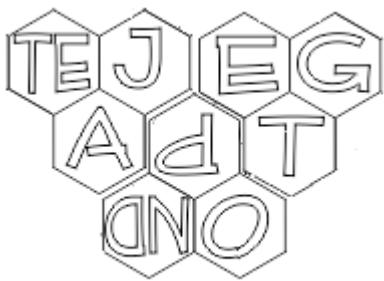


GOAL:

Make words from any number of contiguously adjacent letters. Be the player with the highest score to win among up to six players.

SETUP:

Shuffle all letter tiles and randomly place three face up adjacently between all the players. Place the remaining tiles face down in a draw pile.



Each player places their respective “worm” outside this initial layout. Give each player their numbered worms and scoreboards, setting all three score markers to 0.

Pick a target score to end the game, for example 250.

PLAY:

On each turn, a player either adds a random tile to the existing board or swaps any two tiles. The player then tries to make a word from adjacent letters, placing their worm on the tile with the last letter of that word.

If a word cannot be made, the player moves their token to any adjacent letter and ends their turn.



“Red” can make these words:
HELP HINT HI HIT AH
HET CELL(S) HELL
ELL(S) CLEAR(S)
HELLO HE CELLO(S)
LET EPOS AHI CERAS

SCORING:

Count the number of letters used. Move your score marker(s) along the scoring track.

WINNING:

The first person to meet or exceed the target score is the winner.

SPECIAL RULES:

Letter fragments IN, ON can also be used as NI, NO.

VALIDITY:

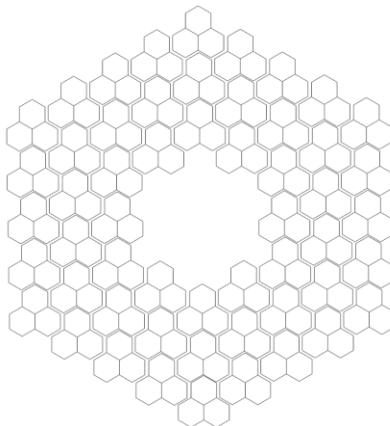
If the word is found in any dictionary or encyclopedia, it is deemed valid. However, slang, abbreviations and acronyms should not be allowed.

DISPUTES:

If someone makes an invalid word that is disputed, that person loses their turn.

Optional Ways to Play

Play within a hive-shaped race track. Swap tiles but maintain the shape.



www.WordWorm.fun