

AGES
8+



UPWORDS

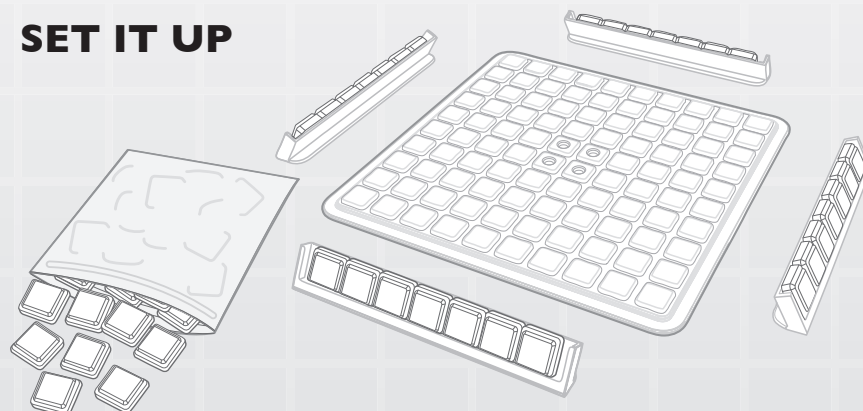
CONTENTS

Gameboard, 100 Letter Tiles, Tile Bag, and 4 Tile Racks.

AIM

Build words to score the most points!

SET IT UP



- Place all the letter tiles in the tile bag.
- Everyone take a rack and place it in front of you.
- Get a pencil and paper (not included) to keep score. Choose one player to keep score.
- Everyone draw one letter tile from the tile bag – the nearest to the letter A plays first. Play will then pass to the left.
- Return all tiles to the tile bag and shake it up.
- Everyone draw seven letter tiles each, in playing order. Don't let your opponents see your letters!
- Keep a dictionary nearby for any challenges.
- The dictionary can only be used to settle challenges!

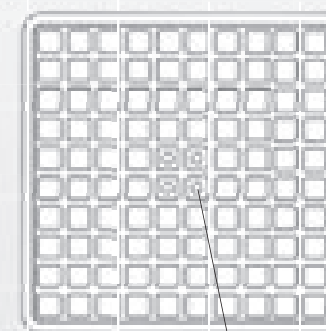
Letter distribution

A x 7	G x 3	M x 5	S x 6	Y x 2
B x 3	H x 3	N x 5	T x 5	Z x 1
C x 4	I x 7	O x 7	U x 5	
D x 5	J x 1	P x 3	V x 1	
E x 8	K x 2	Qu x 1	W x 2	
F x 3	L x 5	R x 5	X x 1	

PLAY

The first turn

1. Form a word of two letters or more.
2. Your word must cover one of the four central start squares, and read across or down.
3. Score **2 points** per letter tile (for **any** word **only one tile high**). Announce your score.
4. Refill your rack to seven tiles.



Central start squares

Every other turn

1. Play one or more letters from your rack to make a word.
 - Create a word by connecting to an existing word or stacking letters on top of an existing word to change it.
 - All letters must be played on a single line, reading either across or down (never diagonally).
 - You can **stack** in the UPWORDS game.
 - You can **exchange** or **pass** instead of playing tiles.
2. Count every tile in your word and announce your score.

If your word is:

 - Only **one tile high** – score **2 points** per letter tile.
 - Made with any **stacked** letters – score **one** point per letter tile, including all stacked letter tiles underneath your word.
3. Refill your rack to seven tiles and your turn is over. Play passes to the left.

Start playing! You can turn over for more rules on scoring and stacking.

Solo play rules

- Follow the set-up and gameplay for the standard game.
- Make words, one at a time, and score points for every word you make.
- You are not allowed to exchange any letter tiles during a solo game.
- The game ends when either:
 - ▶ You win by using all of the available letter tiles; or
 - ▶ You cannot make a word.
- Total up your score and try and improve on previous games!

SCORING & WORDPLAY

- Score **2 points per letter tile** for any word where all letters are only **one tile high** (where no letter in your word is stacked upon another), **or**
- Score **1 point per letter tile** for any word that contains **stacked** tiles, but count every tile your word is built from, including all tiles underneath.
- If you form two or more words on the same turn, each word is scored.
- Score for all letters or stacked tiles common to those two words.

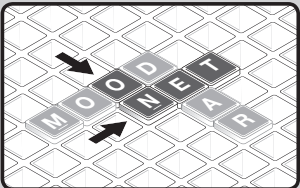
Use these examples for building words and scoring:

Place letters to build off words, for example:

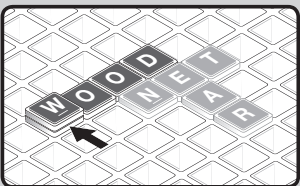
- If you build down from the letter D in MOOD to form the word DEAR, you would score **8 points**. (**2 points** for each letter as the word is only **one tile high**.)
- The next player could then build across using the letter E in DEAR to form NET.
- Any adjacent letters must also form a word. For example, the letter N in NET is next to the letter O in MOOD, forming the word ON.
- In this case NET scores **6 points** and ON scores **4 points**, for a total of **10 points**.



e.g. scores 8 points



e.g. scores 10 points



e.g. scores 5 points

Stacking letters

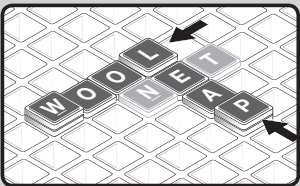
You can vertically stack letters to change a word or words.

- For example, stack the letter W on the M in MOOD to change MOOD to WOOD. This scores **5 points** (one point for each letter tile).
- You cannot stack more than one letter on the same tile in a turn.
- You cannot stack over an entire word. At least one letter from the previous word must remain visible.
- You cannot stack a letter directly on the same letter (e.g., an A on an A).
- Letters cannot be stacked more than five tiles high.

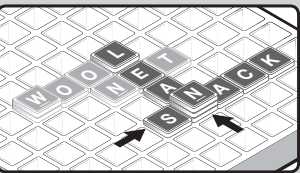
Remember! You only score **1 point** for each tile in a word containing **stacked** letters.

More on stacking

- You could stack the letter L on top of the letter D of WOOD and DEAR, then stack a P on the letter R in DEAR to change them into WOOL (scoring **6 points**) and LEAP (scoring **6 points**) for a total of **12 points**.
- You can build a new word and change an existing word at the same time.
- For example, building across and stacking the letter N on top of the letter P in LEAP forms SNACK (scoring **7 points**) and changes the word LEAP to LEAN (scoring **7 points**), for a total of **14 points**.



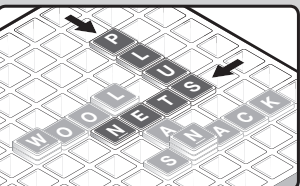
e.g. scores 12 points



e.g. scores 14 points

Plurals

- You cannot simply add an S to a word already on the board to form a plural.
- You can, however, form a word that connects to an existing word to make it a plural.
- For example, PLUS can connect to the word NET and make it plural. These words score **8 points** each for a total of **16 points**.



e.g. scores 16 points

Bonus scoring

- Score **2 extra bonus points** if you use **Qu** in any word where all the letters are only one tile high. In any stacked combination **Qu** is worth the usual **1** point.
- Score **20 extra bonus points** if you use all seven of your letter tiles in one turn!

Illegal words

A word that falls into any category below is illegal and cannot be used:

- Words that are always capitalised, (e.g., names of places or people).
- Words requiring a hyphen.
- Words requiring an apostrophe.
- Abbreviations and symbols.
- Prefixes and suffixes that cannot stand alone.
- Foreign words, unless they appear in the dictionary.

Challenging a word

- If you think a word is misspelled or illegal, challenge it!
- The word must be challenged before another word is played.
- Use a dictionary to decide if the challenged word is legal.
- If the challenged word is illegal, the player who played it removes the letter tiles in question and attempts **one** other word or passes. Two illegal words means you don't score and your turn is over!

Passing

- You may pass your turn at any time during the game.
- Passing can be tactical, especially toward the end of the game, to allow a better scoring opportunity to open up.

Exchanging your letters

- On your turn, you may exchange **one** of your letter tiles for a new one.
- Put the tile you are returning to one side, draw a new tile from the bag, then return the side-lined tile to the bag.
- As a penalty, you **lose your turn**.
- Exchanging can be tactical, especially exchanging a letter such as J or Z if you draw them late in the game.

How to end the game

The game ends when either:

- A player uses all of their letter tiles and no tiles remain in the bag.
- No one can make a word and all players pass their turns in consecutive order.

When the game is over:

- Total each player's final score.
- Deduct 5 points** for each letter tile they have not played!

WIN

The player who scores the most points wins!

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