

AGES  
**8+** |   
2-4  
PLAYERS

# UPWORDS

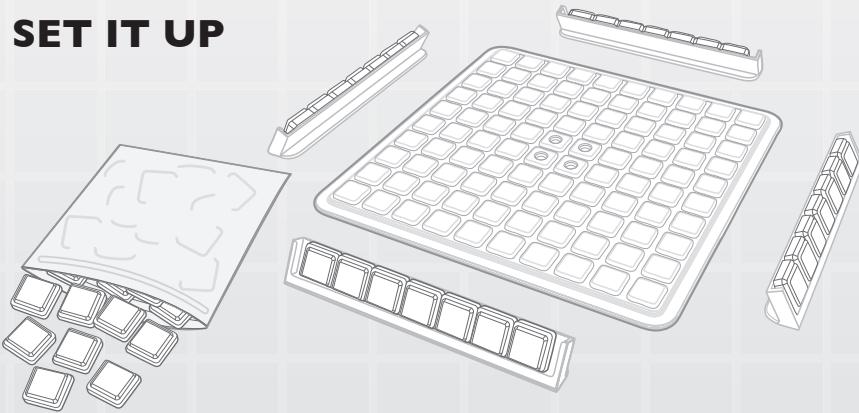
## CONTENTS

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!

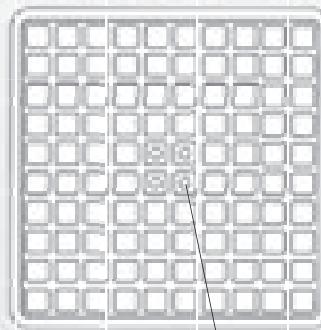
## Letter distribution

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	Q 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!

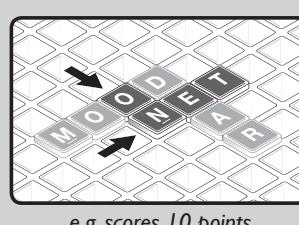
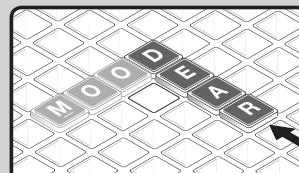
## SCORING & WORDPLAY

- 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:

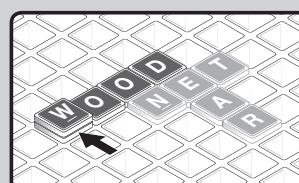
- If you build down from the letter D in MOOD to form the word DEAR, you would score **8 points**. (**2 points** for each letter as the word is only **one tile high**.)
- The next player could then build across using the letter E in DEAR to form NET.
- Any adjacent letters must also form a word. For 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**.



### Stacking letters

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

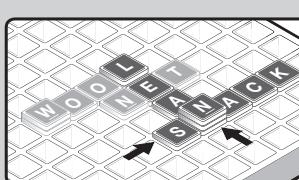
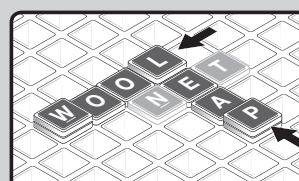
- For example, stack the letter W on the M in MOOD to change MOOD to WOOD. This scores **5 points** (one point for each letter tile).
- You cannot stack more than one letter on the same tile in a turn.
- You cannot stack over an entire word. At least one letter from the previous word must remain visible.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

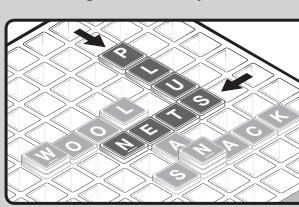
### More on stacking

- 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**.



### 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**.



### 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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