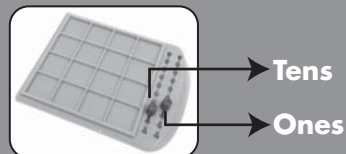


Each player uses the scoring pegs to keep track of their score. The left column is used for the "tens" and the right column for the "ones".



Example: The score on the board pictured is "23".

CLEARING TILES

CLEARING A SINGLE TILE

After placing a tile, but before new tiles are added to the spinning board, a player may return a single tile from their player board to the pouch. The player takes a penalty of 5 points or double the letter's value (whichever is greater.) If the player does not have enough points, they cannot remove the tile.

CLEARING A ROW OR COLUMN

Instead of taking a new tile, a player may clear one row or column from their player board. The removed tiles are returned to the pouch. There is no point penalty for clearing a row or column. A player may clear a row or column containing just one tile.

WINNING THE GAME

The first player to reach 44 points wins!

If more than one player reaches 44 points, the player with the highest score wins!

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TURN SPELLTM
WORD GAME
tiny words.
HUGE FUN!TM



10+



2-4

CONTENTS

100 LETTER TILES	1 SPINNING BOARD	4 PLAYER BOARDS	1 PLASTIC POUCH	10 SCORING PEGS
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Put all of the letter tiles in the pouch and shake them up. Draw sixteen tiles from the pouch and place them letter-side up in the sixteen tile spaces on the spinning tile board.

OBJECT OF THE GAME

Be the first player to score 44 points by choosing tiles and building 4-letter words.

TILES

98 ALPHABET TILES

Score value indicated by the number of dots under the letter.

2 BLANK TILES

These are WILD and can be used as any letter, but have no score value. Once placed on the player board, the letter it represents cannot be changed. If a blank is used to form two words, it must represent the same letter for both words.



SETUP

Place the spinning board in the center of the table. (Note: Each player should sit around the board so that there is a row of four letter tile spaces directly in front of them.)

Give each player a player board and two scoring pegs. The pegs should be placed in the 0 position in both of the scoring columns.



HOW TO PLAY

In Turnspell™, all players take their turn simultaneously.

Each player selects one letter tile from the four in front of them and places it in any open space on their player board. Once a tile is played, it cannot be moved.

After all players have chosen a tile, fill the empty spaces on the spinning board with new tiles from the bag. Then rotate the board clockwise so that a new group of tiles is in front of each player. Continue spinning, selecting, placing a letter and replacing the tiles.

When a player finishes a 4-letter word (horizontally or vertically), they tell the other players the word. The player scores their word(s) and returns only those tiles to the tile bag. The main tile board is not spun until the scoring player finishes this process.

SCORING

Score your 4-letter word by adding up the dots on the bottom of each tile. Each dot is one point. The blank tiles are worth 0 points.

If the tile you just placed completes two words at the same time, find the total value of the words (counting the common letter twice) and double it.

EXAMPLE

HELP = 9
HORN = 7
SUBTOTAL = 16
X2 (BONUS) FINAL SCORE = 32

