

FourWords

2-6 players, ages 8+

There are over 3,000 four-letter words in English. How many do you know? In FourWords, players find and make four-letter words.

FourWords divides each four-letter word into two-letter pairs, a prefix and a suffix. These letter pairs are represented on 50 hexagonal tiles. Each tile has 4 or 5 pairs and at least 1 set of blanks. White tiles contain only prefix pairs. Gray tiles contain only suffix pairs.

 Blanks may represent any 2 English letters, such as J, Q or X, which are not represented on the tiles. Instead of scoring each letter, FourWords scores pairs of letters by their frequency in four-letter words.

A word counts if all players agree that it's valid. The scoring player may contest their decision by calling a time-out. All players have 3 minutes to find the word and it's definition in any dictionary.

The first player who finds the word and its definition and the contesting player add twice the word score to their current score. Each other player subtracts the doubled word score from their current total as a penalty.

Slang and plural words like MEME and LIDS count. Names and acronyms like JACK and AWOL also count. Contractions like WON'T and ISN'T don't count.

Scoring:

Pairs that are more common are worth less points. Pairs that are less common are worth more points. The arrows under letter pairs and blanks show a color and point value, as shown below.



To score points, join two tiles together making a four-letter word. You must call out the word you make, for it to count. Add the points together to get your score.

Words can be made by joining a prefix to a suffix, completing an arrow, as shown in Figure 1. **HILL** scores 6 points.

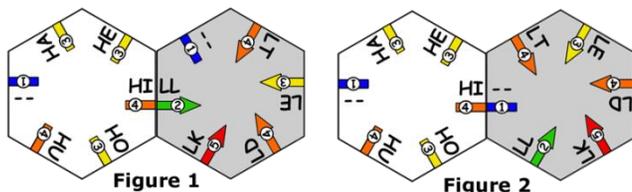


Figure 1

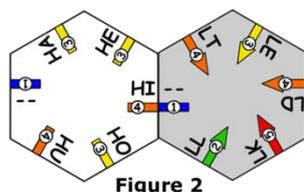


Figure 2

Words can be made by joining a prefix or suffix to a blank, as shown in Figure 2. **HILL** scores 5 points, since blanks, worth 1 point, were used to complete the word.

Words can be made by joining two white or two gray tiles together, even though they don't match up, as shown in Figure 3. **HILL** scores 5 points, since blanks, worth 1 point, were used to complete the word.

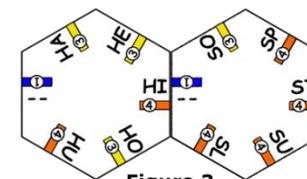


Figure 3

Words can be created using two sets of blanks. Words made with two sets of blanks are worth 2 points and must still be called out to count.

Sometimes, placing a tile can make two words, as shown in figure 5. In this case, both words are scored! If a tile makes three words, as shown in figure 6, all three are scored!

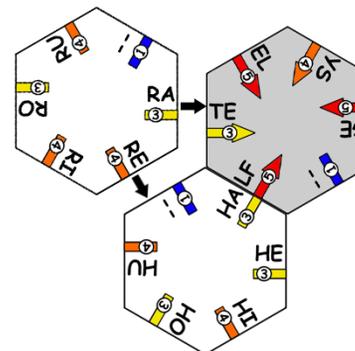


Figure 4

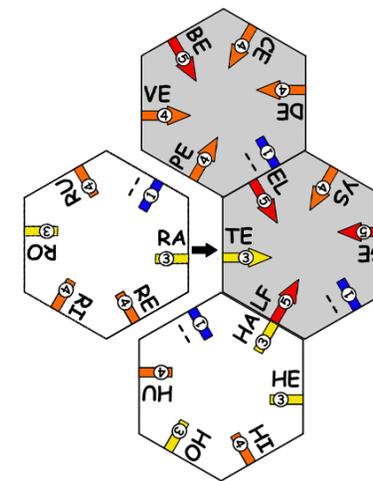
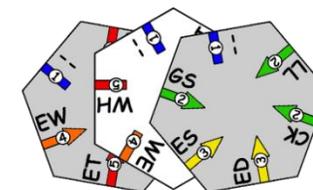


Figure 5

Placing a tile to make a word sometimes creates combinations of letters that aren't words. Remember that only words count. Use a pen and paper to keep score. Each turn lasts 45 seconds, unless stated otherwise. If a player's turn exceeds 45 seconds, they must pass. Use a phone as a timer. Find a dictionary app or site before you begin. The highest score wins!

Ways To Play:

In each of the 10 ways to play FourWords, you'll start the game with a different number of tiles, if any. If you begin a game with more than 3 tiles, pick any three as your hand and stack the remaining tiles beside you.



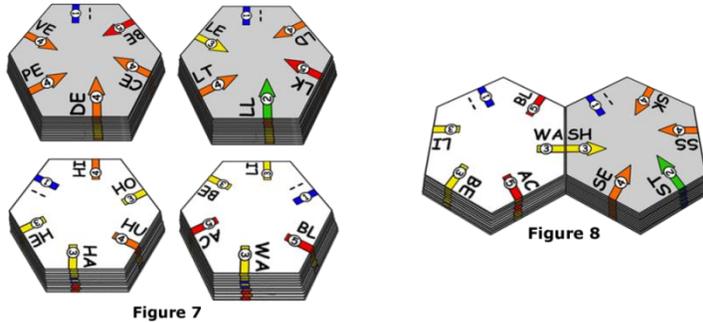
Your hand may contain any combination of white and gray tiles but it's best to have at least one of each in your hand.

Players may agree upon a win condition other than the highest score wins. A game can end at any number of points, if all players agree.

The youngest player, to the smallest unit of time, goes first and play always moves to the left.
Find & Flip is the standard way to play FourWords but there are 10 ways to play, so try them all!

Find & Flip: 2-6 players

Divide the tiles into 2 stacks of prefix tiles and 2 stacks of suffix tiles as shown in Figure 7. Set aside the remaining 2 tiles. On your turn, call out a word from the 4 tiles showing. Take the 2 tiles and stack them in front of you so the word shows, as shown in Figure 8. Next, flip any 2 tiles before ending your turn. The game ends when fewer than 4 tiles remain or when players can no longer have equal stacks.



Find & Flip ~ Party Style: 2-10 players

Find & Flip can be played with more than six players by adjusting the rules as follows: Before the game begins, cover the stacks with a piece of paper. Whenever a word is called and tiles are taken, the player with the lowest score flips all 4 tiles shown and covers the stacks with the paper. When all players are ready, remove the paper and begin again.

Whenever a player calls out a word, they must raise their hand and count to 10. Players have 10 seconds to find and call out a word with a higher score. The first player to call out a word with a higher score takes the tiles and the higher score instead! The game ends when there are fewer than 4 tiles left in the center.

2-To-1: 2-10 Players

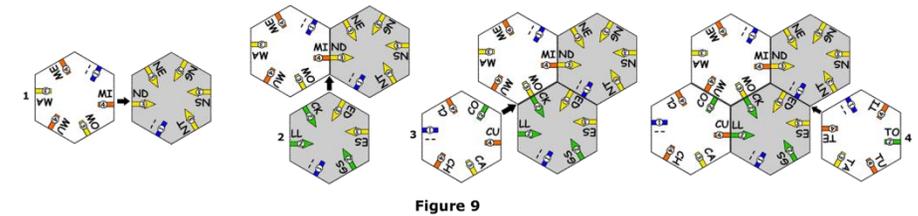
Place 1 tile in the center and deal 1 tile to each player. If the center tile is a prefix tile, deal suffix tiles to all players. If the center tile is a suffix tile, deal prefix tiles to all players. Set aside any remaining tiles. Each round, the 1st player flips over the center tile and places their tile adjacent to any unoccupied side, scoring a word. Players, in turn, place one of their tiles adjacent to any open side and score a word.

The round ends when each player has placed a tile. The last player in each round may stack their tile atop any tile adjacent to the center tile instead of placing their tile adjacent to the blanks, unless the blanks are already occupied. At the end of each round, shuffle and deal the tiles and the first play moves to the left. The game ends after 10 rounds.

Chain Reaction:

2 players	24 tiles each	6 players	8 tiles each
3 players	16 tiles each	7-8 players	6 tiles each
4 players	12 tiles each	9 players	5 tiles each
5 players	9 tiles each	10 players	4 tiles each

Place one tile in the center. Divide and deal the remaining tiles into stacks with an equal number of tiles according to the number of players. Set aside any remaining tiles. On your turn, draw the top tile from your stack, place it adjacent to a tile in the center and score a word. Each new tile must touch the last tile played but may touch adjacent tiles as well, as shown in Figure 9. The game ends when all players run out of tiles. Highest score wins.



Flip Find Fast: 2-10 players

Place a tile in the center of the table. If the center tile is a prefix tile, deal a suffix tile to each player. If the center tile is a suffix tile, deal a prefix tile to each player. Alternate prefix and suffix center tiles after each round. On the count of three, players flip over their tile. To win, find a word using your tile and the center tile before everyone else. Be the first player to call out your word to get the score. At the end of each round discard all tiles and deal again. First player to score 100 points wins.

Doubles:

For 2 Players	23 tiles each	For 5 Players	9 tiles each
For 3 Players	15 tiles each	For 6 Players	7 tiles each
For 4 Players	11 tiles each		

Place the three tiles shown in Figure 10 in the center. Set aside any remaining tiles. In Doubles, you can only play a tile if it makes two words. If you can't make two words with a tile, pass your turn. If you make three words by placing a tile, score all three. The game ends when no more tiles can be played. The highest score wins.

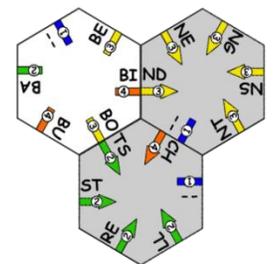


Figure 10

The Spread:

2-6 players

Place 1 prefix tile in the center. Remove one suffix tile from the game. Divide the remaining tiles equally among all players and remove any remaining tiles from the game. On your first turn, place one of your tiles adjacent to any unoccupied side of the center tile and score a word. You may, if desired, turn the center tile to use a combination scored by another player. After each player has taken their first turn, each tile must be placed in a straight line and cannot touch any other player's tile. The game ends when no more tiles can be placed. Highest score wins.

Bee Hive:

2-6 players

Deal an equal number of tiles to all players. Players should have roughly equal numbers of prefix and suffix tiles. Stack your tiles in front of you. Set aside any remaining tiles. Each player chooses one tile to be their "Hive" tile. Your Hive tile is placed in front of you and can't be moved or played. Each turn, if you have fewer than 3 tiles in your hand, draw a tile from your stack, place a tile adjacent to an unoccupied side of any other player's Hive tile and score a word.

Anytime a tile is placed adjacent to your Hive tile and scored, you have a chance to remove and keep the tile instead. Flip your center tile over. If you can make and score a word greater than theirs, you may remove their tile from your Hive and add it to the bottom of your stack. If your word ties with theirs, you are unsuccessful in removing the tile and must give that player the top tile from your stack!

If your Hive tile becomes surrounded on 5 sides, as shown in Figure 11, you lose, dividing all of your tiles equally among the surviving players. Set aside any remaining tiles. Ganging up on other players is encouraged! Bee Hive can be played in Reverse, in which players attempt to surround their own Hive tile instead of each others'.

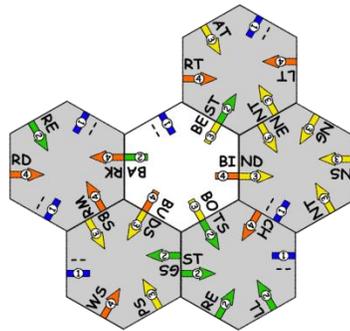


Figure 11

Topics:

2-10 players

All players agree on a topic from the list provided or create and agree on a topic. Each player writes down 5 words associated with the chosen topic and keeps them secret from other players. Place all tiles flat, in the center. On your turn take 2 tiles from the center and try to make and score on of the words on your list. At the end of your turn, place your tiles back in the center. Each player's turn lasts 30 seconds instead of 45 seconds. The game ends when all players have made the 5 words on their list. Score each word on your list as you would any other word, with blanks counting as 3 points instead of 1 point each. The player with the highest score wins.

Charades:

2-10 players

Place all tiles in the center. Everyone thinks of a word to act out. On your turn, act out your word for everyone to see. Any player may ask you to repeat your actions but you don't have to repeat

more than once. Other players must raise their hand when they think they know your word and write that word down.

When all players are done writing, make the word you acted with tiles from the center and call it out. The player who raised their hand first scores 5 points plus the word score if their guess was correct. If their guess was wrong, they lose five points. Any player who correctly guessed your word adds the word score to their current score. The game ends when each player has acted out three words. The highest score wins.

The Chosen One:

2-10 players

Place all tiles flat on the table. Remove the center tile and the 6 tiles adjacent to it. Replace those tiles on the table. The 1st player in each round chooses a letter-pair worth 4 points or less, places and places 2 tiles in the center of the table, scoring a word. The 1st player must announce which tile contains the chosen letter-pair. This tile becomes "The Chosen One" and no tile may be played on top of it.

On your turn, choose a tile from the table, excluding the 2 center tiles and place it over the tile adjacent to "The Chosen One." Score your word using the chosen letter-pair plus the letter-pair completing your word. The round ends when each player has scored a word. If there are 4 or fewer players, the game ends when each player has played "The Chosen One" 4 times. If there are 5-7 players, 3 times each. If there are 8-10 players, 2 times each. Any player who knocks over the stacked tiles, loses automatically. Highest score wins.

Topic List:

- Noises: BANG, GASP, HISS, OUCH, RING,
- Animals: ANTS, DEER, GOAT, OWLS, WASP
- Supermarket: COLA, FOIL, KALE, MEAT, RICE
- Ships: BAIT, CREW, MAST, PIER, SPAR
- Coast: COVE, KELP, MAPS, REEF, SURF
- Play: BALL, DICE, GAME, LUTE, TOYS
- Office: DUST, EXIT, KEYS, PLUG, VENT
- Money: ANTE, BAIL, DIME, MATH, RISK
- People: ACNE, FIST, LEGS, OBIT, SCAB
- Cut-It: CAKE, DECK, HAIR, NAIL, ROPE
- Acronyms: ASAP, FIFO, MIRV, NASA, SEAL
- Names: BILL, DAVE, GARY, HOPE, LISA
- Tools: ADZE, COMB, FILE, PINS, TAPE
- Sports: AWAY, GOAL, HOME, PUCK, TEAM
- Inside: BANK, CAMP, EARS, LIMO, NEST
- Clothing: HATS, MUMU, ROBE, SOCK, VEST