

WordSpot Rules Summary (v2)

Setup (2 players):

1. Place all the letter tiles face down on the table and mix them.
2. Randomly select 16 of the tiles that will be used to make the "game board".
3. Place the selected tiles on the table in a 4x4 grid.
 - Align the tiles so the letters all face the same way.
4. Stack all unused tiles face down off to the side (draw pile).
5. Choose a player to go first.
6. Give each player transparent tokens to mark letters in words:
 - Give the first player 26 tokens.
 - Give the second player 25 tokens (yes, one less).
 - Excess tokens go back into the box.
 - Might be used later in this game.

Game Play:

Beginning with the first player, alternate turns, finding words and marking them with your transparent tokens.

On your turn:

- Mark unmarked letters **in a word** using the letters on the game board grid on the table (can be in reverse order).
 - The word must be in a **straight line**.
 - The word must be **at least 3 letters** with at least **one of the letters not yet marked** by a transparent token.
 - The word can be horizontal, vertical or diagonal.
 - You must mark all unmarked letters of the word you found.
 - If you don't have enough tokens, you can't mark it at all.
- If you have a letters tiles, you may place it aligned to the existing grid adjacent to a tile already on the table.
 - It must line up with the other tile, edge to edge.
 - Take your turn as usual after placing the one letter tile.
 - You may only place one additional letter tile at the start of your turn.
- Place one of your transparent tokens on any letters in the word you found that are not yet marked.
 - The word you found may intersect with previously marked letters, but you only place your tokens on uncovered letters.
- If your word uses letters on at least **3 different letter tiles** you may draw a new 4 letter tile from the unused tiles.
 - You may use this letter tile on any future turn.
 - You do not need to show this tile to the other player.
- If you are unable to find a new word, you must draw a new letter tile from the unused tiles plus draw two transparent tokens from the box.
 - This ends your turn (you do not get to use the new letter tile you just took until your next turn).

End of Game Conditions:

- An **immediate win** when one player uses all their remaining transparent tokens to mark a word. They must mark all letters in that word (can't leave a letter unmarked).

Scoring (unofficial):

- You could give points to the winner for the number of transparent tokens the other player did not use.

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