

WORD TAC TOE

Abstract Dice Word Game

(Updated Sept 13, 2021)

Word Tac Toe is a word game where players of all ages make three-letter words by rolling dice. As an abstract strategy game, two to four players attempt to control sufficient territory to score points by flipping tiles to align arrows to the player. Aligning enough adjacent arrows towards a player causes the player to advance one point on the built-in scoring track.



LASERCUT COMPONENTS:

- 6x6 game board for up to four players with ...
- 4 integrated scoring tracks and score markers
- 80 bigram (2-letter) tiles
- 25 A-Z tiles (except "Q")
- Two dice.

SETUP:

1. Place 36 random bigram tiles face up in the grid.
2. Reset the score board markers to 0.
3. Flip all the A-Z tiles face up within reach of all players.
4. Agree upon a target score for winning the game.

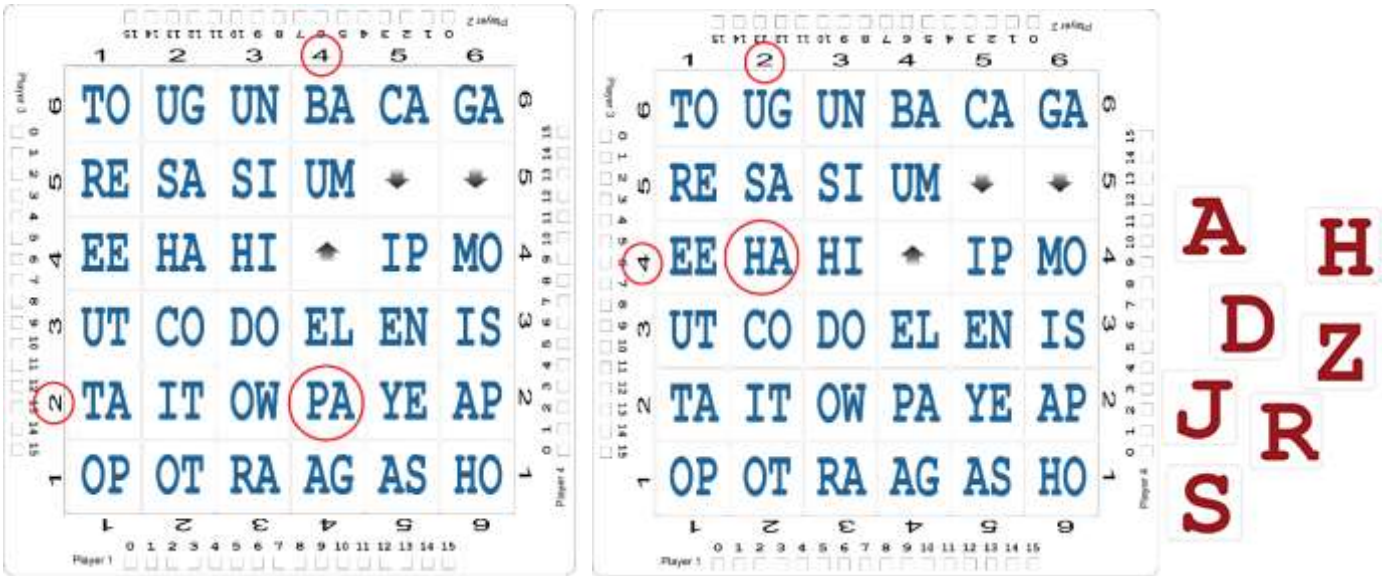
GAME PLAY:

On each turn, a player will...

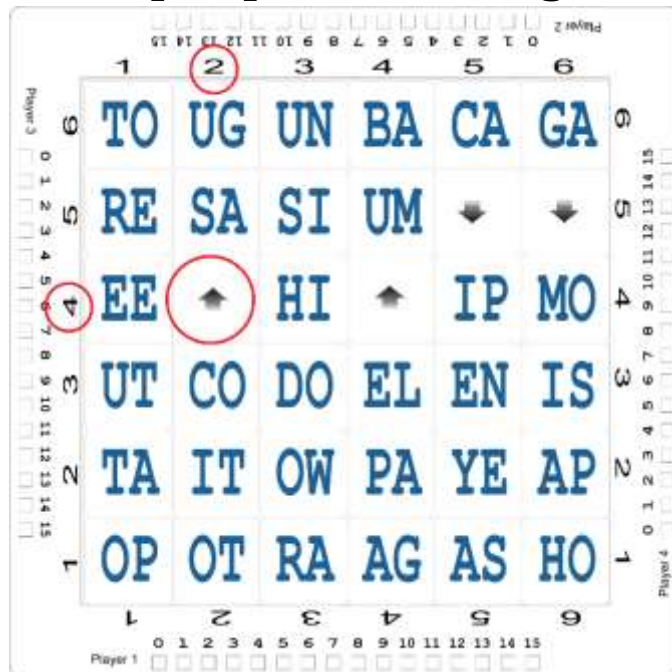
- Roll both dice
- Make a three-letter word using one of the bigrams tiles located at the junction of the two numbers rolled. See example below.
- To make a word, combine an available A-Z letter tile at the start or end of the bigram tile.
- Grab the A-Z letter tile and call out the word made.
- Flip the bigram tile and align the arrow towards the player.
- Place the A-Z tile upside down in the discard pile.
- Check to see if territory was obtained to score a point.

EXAMPLE:

Player two rolled 4-2. There are two intersections for 4-2, so the choices for which bigram to use are: [PA] or [HA].

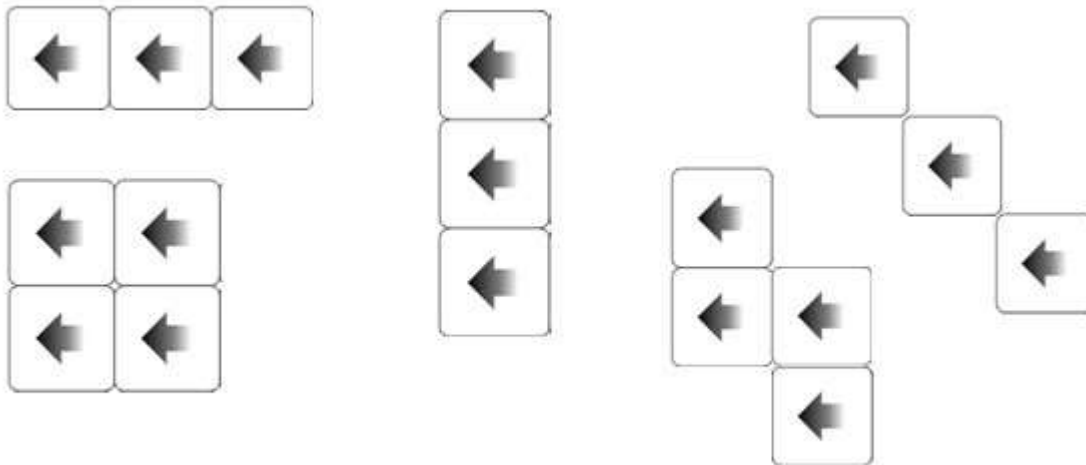


With the available letters, player two chooses to call out “HAD” and flips the [HA] tile and aligns the arrow.



WINNING PATTERNS:

To score one point, align your arrows in an any of these adjacent patterns:



MAKING A WORD:

Combine an A-Z tile with a bigram tile in any order:



SCORING:

- Align three or four adjacent arrows to score one point.
- Replace the tiles used with new random A-Z tiles.

STRATEGIES:

- Don't always flip a tile to point to yourself. Thwart your opponent with a potential block.

NOTES:

- When a dice roll results in no bigrams available, you may ROTATE any one of the tiles matching the dice roll to point to yourself.
- Rolling doubles allows you one extra turn or allows you to flip back an opponent's tile to show its bigram.
- When there are less than five A-Z tiles remaining, you may restore all A-Z tiles.
- Once all A-Z tiles have been used (flipped over), flipped them all face up to put back into play.

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