WORD TRAVELLERS

(Updated October 1, 2021)

Word Travellers is a word search game played on a constantly changing game board where players find words among adjacent letters.

Up to four or six players can maintain their scores (up to 200 points) on the built-in scoring tracks. As the game progresses, the letters shift to allow discovery of additional hidden words.

Two versions are available for a maximum of four or six players.





COMPONENTS:

Laser cut board, 52 wooden tiles, 12 or 18 score markers, 4 or 6 meeples (tokens).

GOAL:

Find and score words hidden among adjacent letters as you traverse the world.

SETUP:

Shuffle all the letter tiles and fill the board with face up tiles. Leave the rest upside down as a draw pile. Each player picks a number. Reset all score indicators to zero.

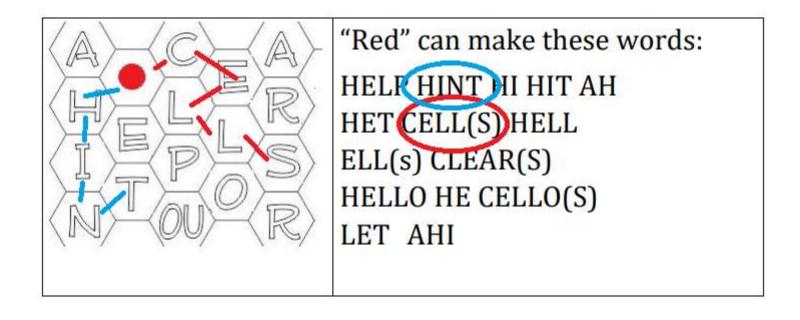
FIRST MOVE:

In turn, each player places their token in the nearest space to their number and attempts to find their first word. If a word cannot be made, the token is placed on one of the six adjacent letters.

GAME PLAY:

On each turn, a player has 30 seconds (or so) to:

- Optionally stack a new tile from the draw pile
 or
- Optionally rotate any tile
 or
- Optionally swap any two random tiles (that do not contain a token)
- Find and call out a word from consecutively adjacent letters starting next to their token
- Move their token to the last letter of that word
- Score the word found.



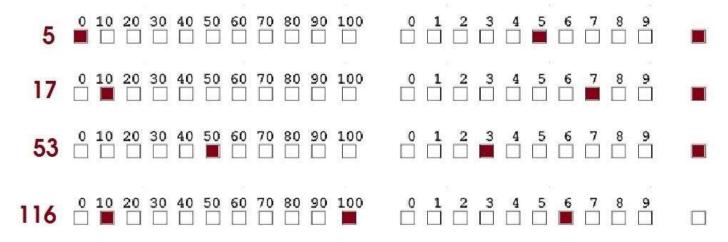
SCORING:

Count the number of letters used. Add one point for every level change between letters. Adjust your score marker along your scoring track.

Use three markers to track scores.

One marker tracks units (1-9), while another tracks tens. Once you hit 100 points, use the third marker.

Examples of scoring 5, 17, 53 and 116 points using the three markers.



The highest score to record is 199.

STACKING:

Stack tiles to take advantage of earning extra points.

In this example, player 1 finds "SINGERS" and moves their meeple on top of the last letter "S".



The score is 9 points:

- 7 points for the number of letters in "SINGERS"
- 1 extra point for dropping levels from "S" down to "IN"
- 1 extra point for going to a higher level between "G" and "ER".

Take advantage of level changes for those extra points.

WINNING:

The person with the highest score meeting or exceeding 200 points is the winner.

VALIDITY:

If the word is found in any dictionary or encyclopedia, it is deemed valid. Familiar words such as first names, product names and brand names are allowed. Generally, however, abbreviations and acronyms should not be allowed.

SPECIAL RULES:

- Players do not use the letter beneath their token
- If a word cannot be found, the player's token is moved to any adjacent, unoccupied letter
- Letter fragments IN, ON, IS can also be NI, NO, SI
- Add a new tile at any time if still available.
- You cannot score the same word more than once.

DISPUTES:

If someone makes an invalid word, that person loses their turn and scores no points.

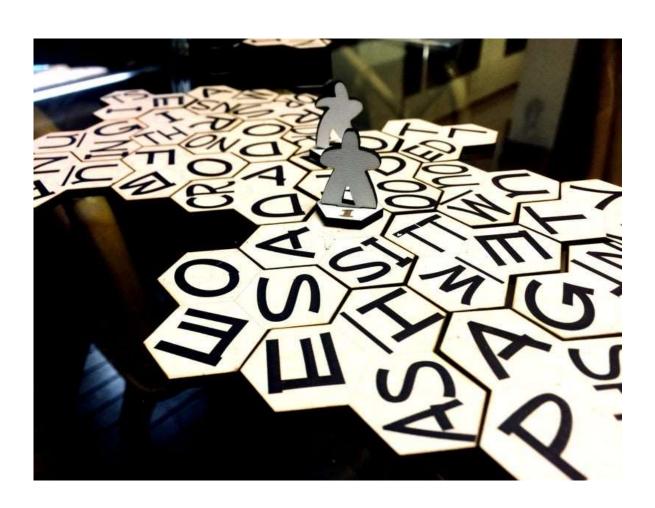
BOARD-LESS GAME PLAY:

Start by connecting three random tiles face up between players. Each player places their token on any letter. The remaining tiles are placed face down in a draw pile.

Players take turns as follows:

- Pick up a random tile
- Connect the tile to any existing tile
- Make a word and move their token.

The score is maintained by counting the number of letters made each turn. Play until no more tiles remain. The winner has the highest score.



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