

## AIM

To be the first person to spell a correct answer and win tiles. The winner of the game is the person whose stack passes the finish line on the can.

## PREP

Take everything out of the can except the tiles. Now draw 15 tiles from the can and place them face up on the table. (If you pull out a Platypus or Robber tile, put those back in the can.) Each player now draws five letters from the can (including Platypus and Robber tiles) and places them face up on the table in front of them.

## PLAY

First decide whether you want to play a quick, long, or epic game. Now choose someone to read a Question Card. Choose from Hard or Easy. **Important:** they must keep the answers hidden from everyone, even themselves.

### Example:



There are seven colors in a rainbow. Spell one.



**Tip:** The game's easier if you write down possible answers before play, so grab a pencil and get scribbling.

Each player now takes turns to try and spell one of the answers with their tiles.

On your turn you have a choice: take one tile from the table or two from the can (no peeking). When taking from the can, a player adds the first tile to the tile bank on the table and the second to their own letter pool. If they can't spell an answer, play continues.

If a player takes a Platypus or Robber tile from the table or the can, they can use it now.



The Platypus tile can be any letter you want it to be.



The Robber tile can be used to steal a tile from another player's letter pool. Once this tile has been used, discard it from the game.

Cards come in two levels of difficulty:

**EASY** **HARD**

# WINNING

When a player has collected enough tiles to spell an answer they can declare it. The Question Card is turned over and the answer checked. If the player has spelled a correct answer they win those tiles, which join their winning stack.

**B L U E**



**Important:** Players do not replenish their pool of letter tiles after winning a round.

If a player has spelled an incorrect answer, they divide up the tiles they used to create their word amongst the other players. These tiles are added to their opponents' winning stacks. (If extra tiles are needed because of an odd number, take them from the can.)

After each card has been won or lost, play turns to the player who is to go next. They draw a new Question Card, read it out and play first. When a player's stack passes the finish line, they win the game and everyone must bow down and revere them as a Qwordie god.



YouTube

How to play Qwordie

