

Quillico™

The Every Which Way Word Game

2-10 Players ages 10 and up. Play goes clockwise from left to right.

There are 134 tiles. 129 tiles with black and red letters and 5 tiles with red stars. Black letter tiles are worth 1 point each. Red letter tiles are worth 2 points each. The star tiles are wild and have no scoring value.

5 Black: A, E, I, O, U 4 Black: B, C, D, F, G, H, K, L, M, N, R, S, T, W, Y 3 Black: J, P 2 Black: V, X, Z 1 Black: Q
 2 Red: A, E, I, O, U 1 Red: B, C, D, F, G, H, J, K, L, M, N, P, Q, R, S, T, V, W, X, Y, Z



Place the letter tiles face down in the center of the table, or any flat playing surface.

Pick a player to be the score keeper. This person will write the name of each player on the score pad provided and keep track of player's scores.

Each player takes 10 letter tiles and turns the letter tiles face up in front of them. The left over letter tiles remain face down near the center of the table within reach of all of the players.. Players will draw additional tiles from here as the game progresses.

The player with the first name that starts with the letter closest to the letter "Q" goes first. For example if Helen, Karen, Tyler and William are playing, Tyler would go first.

The player that starts the game places their letter tiles face up in the center of the table spelling the first word of the game. Words can be spelled up, down, forward, backward and diagonally. Players decide before the start of the game what words are acceptable (i.e. plurals, abbreviations such as fax, crossword words, proper nouns or foreign language words).

- 1)  The words must be spelled with letter tiles that are continually connected to one another in the same direction as shown here.
- 2)  Not varied as shown here.

Once the complete word is put down in the center of the table the player's letter tiles are added up and tallied by the score keeper. For example if Tyler spelled "STORE" he would receive 7 points: 1 point for each of the black letter tiles (3) and 2 points for each of the red letter tiles (2), which would be 3+4, totaling 7 points. The player then takes letter tiles from the general pile to replace the letter tiles used so that the player always has 10 letter tiles to work with.



After each player spells their word, their score for that word is written down on the score pad. It is up to the score keeper if they want to add up each player's score after each turn, or if they want to add them all together at the end of the game.

Helpful hint: it is easier to tally the scores after each player's turn, resulting in less of a chance for mathematical errors.

Once the first letter tiles are down on the center of the table, spelling out the first word of the game, the next player's letter tiles will branch off from those letter tiles, creating a new word as play continues.





Letter tiles can branch off in any direction from any tile (except the wild tile), but they cannot touch other letter tiles as part of the word unless the connected tiles spell an actual word.

- 1)  This configuration wouldn't work because neither IK nor KI is a word.
- 2)  This configuration works because IT is a word.

When a player makes 2 words during their turn, they receive points for each word. In the example shown the player would receive 7 points- 1 point for each of the black letter tiles (3) and 2 points for the red letter tile (1) in the word BOOT plus 1 point for each of the black letter tiles (2) in the word IT, which would be 3 + 2 + 2, totaling 7 points.

A player cannot create 2 individual words during the same turn by placing a tile next to a letter already on the playing board, unless the letter already on the board is part of the new word. For example:

- 1)  NUT is on the board as shown here.
- 2)  A player places ZOO next to NUT. Even though TO is a word, the T in NUT is not part of the word ZOO, therefore it does not count as a new word.

One tile can be the component of three words. For example:



The **E** connects the words **TALE**, **FREE** and **EGG**. This is fine because these are each independent words and are not touching each other.



When a player draws a wild tile, they may use this tile at any time during the game to replace any letter on the board, so that they may create a word with the letter they are missing in their pile. A player may have more than one wild tile. However, the player must use the wild tile(s) and the letter(s) they removed from the playing table in the same turn. They may not replace a letter from the playing table with a wild tile and hold on to it to use during a future turn. A player may choose to hold on to as many wild tiles as they draw and use them all at once to create a new word, as long as at least one letter already on the playing table is used to create the new word.

1)



In the example shown here, the player replaced the **S** from **STORE** with the wild tile and then used the **S** to spell **SEAR**.

2)



A player may also choose to use their wild tile(s) to replace a letter or letters on the playing table to increase the value of their new word, even if they already have the letter(s) in their pile. For example, if a player wants to spell **GOES** and they have **GOES**, and the **S** is on the playing table, they can use their wild tile(s) to replace the **O** and/or the **E** already on the playing table to get the maximum point value for their word. This means that **GOES** (5 points) can become **GOES** (6 points) or **GOES** (7 points).

1)



2)



3)



4)



Helpful hint: It is best to replace a red letter tile with the wild tile if one is on the board to increase the value of the new word being spelled.

The wild tile is not a letter and is therefore a dead end. This means that if a player creates a word that touches the wild tile it does not need to make a word.

1)



In the example shown here, the **E** in **RIVER** was replaced by the wild tile. **EAR** was the new word created.

2)



The word **FANCY** was added next. Note that the **F** in **FANCY** is next to the wild tile. But, because the wild tile does not represent a letter, the **F** is fine.

If the **E** from the original word **RIVER** was still there, then **FANCY** would not work because neither **FE** nor **EF** is a word.

Creating words can only be done when the flat sides of the tiles connect.

1)



In this example, the words **KISS**, **FIX** and **FORK** are on the board.

2)



A player cannot create the word **WOW**, as shown here, because the **W** and the **K** touch at the tips of the tile and **WK/KW** are not words. Also the two tiles do not connect on the flat sides.

3)



In this example **WOK** works because the **O** in **WOK** connects on the flat side with the **K** in **KISS** and the **O** and **W** do not touch the tiles that create the word **FORK**.

If a player cannot make a word with the letter tiles they have, they must take 3 letters from their pile and mix them back up in the general pile and take 3 new letter tiles. Doing this forfeits the player's turn and play continues on to the next player.

Once all the letter tiles have been taken from the pile, play continues until a player uses all of their letter tiles, or no player can make a word from the letter tiles they have. If a player has tiles and can continue to make words, they may do so, even if other players have tiles, but cannot make words. The players that cannot make words skip their turns until the last player cannot make a new word.

If a player uses their exact amount of tiles to end the game, then they are awarded 5 bonus points.

The other players that have letter tiles remaining must deduct their letter tile points from their score. For example if a player has letter tiles **C V L** then they must deduct 4 points from their score: 1 point for each black letter tile (2) and 2 points for the red letter tile (1), $2 + 2 = 4$.

The player with the highest score wins the game!

We'd love to hear from you. Send your questions and comments to info@glassgamz.com or visit us at www.glassgamz.com