

# WordSnake

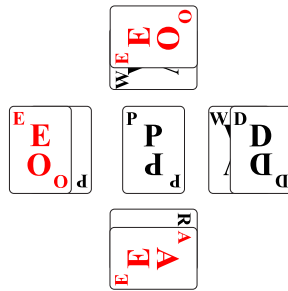
2 to 5 players

## Overview

Each player lays down letters to form their own "word snake" (the last letter in one word must be the first letter in the next word). Each player's word snake is scored according to the number of points on its cards. The player with the most points after five hands wins.

## Dealing a hand

Deal each player 13 cards face down. Players may not look at their cards until play starts. Deal nine cards face-up to the center of the table in the pattern below. Any cards left in the deck are placed to the side and are not used during this hand.



## Making word snakes

After the cards have been dealt, the dealer calls "1,2,3, GO!". On the word "GO!", all players flip their cards face-up. Each player makes her own word snake. Players lay down cards to form words of at least three letters in length. The last letter in one word must be the first letter in the next word. You may add letters to any part of your word snake, but remember your goal is to create a snake similar to the one in the example.

Example:

**WORDS**  
**N**  
**A**  
**K**  
**ENJOY**

## Cards in the center

Players may take any of the cards in the center of the table to make words, but they may only take one card at a time, and must use it in a word immediately. Players may not return cards to the center.

## Rearranging your snake

You may rearrange letters and words that you have already placed down in your snake, as long as you form a complete snake; for example, you may swap vowels when you need to. However, if you are in the middle of rearranging a snake and someone calls "Stop!", then any incomplete word in your word snake and all of the words that follow it are invalid.

It is risky but legal to pick up all of the cards in your snake to form a different snake

## Passing

Players may pass. Once a player passes, he may not touch his cards. The other players continue the hand.

Example: Chuck has managed to put all of the letters from his hand into his snake except for a "T" and a "C". He decides he can't find a way to squeeze them in and doesn't mind losing the 5 points from his score. He places his remaining cards (the "T" and "C") face-down below the end of his snake and says, "Pass". Play continues without him.

## **"Stop!"**

The first player to use all of her letters calls "Stop!". Everyone else must put down their cards and stop playing. Before doing anything else, the other players verify that the words in her snake are legal. If another player decides to challenge a word in her snake, he may do so. (See the rules for challenges, below.) If the challenged word is found illegal, the hand resumes without her.

If a player was in the middle of placing down a word before a valid "Stop!", the cards in that word are removed from his snake and returned to his hand and all other words after that point are also removed. Example: If Bob was laying down the "A" in the word "SNAKE" in the example when Alice called "Stop!", he must pick up the "N", "K", and the word "ENJOY", and return them to his hand.

## **End of the hand**

The hand ends when one player calls "Stop!" without being successfully challenged, or all of the players have passed. The points in a player's word snake are added up starting at the head of the snake (the first letter in the first word) and are then added to his score. The points from the cards still in his hand are subtracted from his score. (Only one point is subtracted for each vowel card left in his hand, including cards with a "U" on them.)

## **Challenges**

After the hand has ended, players may challenge words in other players' snakes. If a word is found to be illegal, the illegal word and all words after it are removed from the snake, and that player receives points only for her shortened snake, with the cards removed from the snake and the letters in her hand subtracted from her score. If her word is found to be legal, however, then the challenger subtracts the value of the challenged word from his score.

## **Game Over**

The game is played for a total of 5 hands. High score wins.

## **Timer Variant**

Requires a sand timer of approximately 60 to 90 seconds. The first player to pass in a hand says "Pass" and then turns over the sand timer. The rest of the players now have until the timer runs out or until another player says "Stop" (which ever comes first) to complete their WordSnake.

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