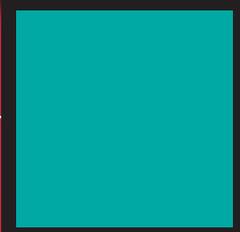


MARK MY WORDS™

WINNING

When no player is able to form or discover a new word, it is time to tally the points. Depending on what was decided at the start of the game (see Four Decisions to make...), a point is given per word. The player with the highest number of points wins the game!

* Unplayed letter tiles are irrelevant to the score.



May we suggest playing the first few times without using a timer, the blank tiles, Free Letters or knocking? If a player cannot make a new word, they pass their turn. After easing yourself into the play of the game, the 4 elements may be incorporated into play!

OBJECT OF THE GAME

Each player, on their turn, must place a letter tile on the board in order to create one or more words. The letters that create the word must be connected to each other. The player writes down the word, plus all those he or she eventually discovers. Depending on the agreed game rules, a point is given for each new word. The player with the highest number of points at the end of the game, wins.

GAME PREPARATION

Lay down the grid mat on a flat surface. Each player takes 1 Blank tile. All remaining tiles are turned letter-side down and 'shuffled'. In turn, players take tiles of any size, according to the number of players, turning the tiles face-up in front of them. The remaining tiles are put to the side.

**2 PLAYERS - 15 TILES EACH, 3 PLAYERS - 10 TILES EACH,
4 PLAYERS - 7 TILES EACH, 5 PLAYERS - 6 TILES EACH, 6 PLAYERS - 5 TILES EACH**

*Every player must have a means of marking the words down; pencil & paper, chalk & board, lap-top etc. Have a clock, timer, or hourglass for timing each players turn (optional).

The 1, 2, 3's of your A, B, C's:

Mark My Words™ includes 81 Letter tiles:

A - 4	G - 2	M - 2	S - 5	Y - 1
B - 2	H - 3	N - 5	T - 4	Z - 1
C - 3	I - 5	O - 4	U - 3	6 BLANKS
D - 3	J - 1	P - 2	V - 2	
E - 6	K - 2	Q - 1	W - 2	
F - 2	L - 4	R - 5	X - 1	



Family Games America FGA Inc.
P.O. Box 97, Snowdon,
Montreal, Qc, Canada H3X 3T3
Made in China.

Visit our website: www.familygamesamerica.com

Under license from :
Theta-promotion - © 2009 - 2012
Retain for future use.

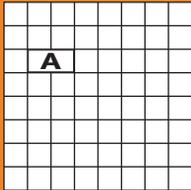


FOUR DECISIONS to make before you start to play:

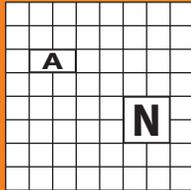
- 1) Players must decide which words and word forms (singular/plural etc.) are allowed and which are not. It would be reasonable not to allow abbreviations and first and surnames. Geographical terms like cities, countries and rivers are allowable. A good general rule is that all words that make sense in a normal sentence are accepted. In case of doubt, use a dictionary.
- 2) Players must decide to play with, or without, a time limit. An hourglass may be used, or decide on 60 or 90 seconds to place a letter and mark your words!
- 3) Players must decide how the points will be calculated, whether per word or per letters used in the words.
- 4) Players must decide who starts the game; play proceeds clockwise.

GAME PLAY - FIRST ROUND

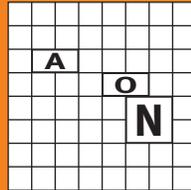
In the first round, and in turn, players pick one of their letter tiles, placing it anywhere on the board, respecting the grid. In this round, it is not necessary to put the tiles next to each other, however, if a tile does touch another, it must form a word. Tiles must cover one or more grid fields and they must be positioned in one reading direction. For example...



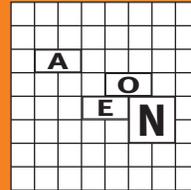
Player 1 places an A.



Player 2 places an N.



Player 3 adds an O to spell ON & NO, saying them out loud before marking them down!



Player 4 now adds an E to the game - ONE & EON. Mark them down!

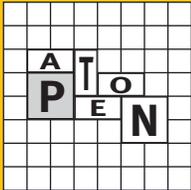
THE FOLLOWING ROUNDS

From now on, a player may place one of their letter tiles on the board only by following the game rules and only if a *new word is created. The player should name the word(s) and mark them down. In case the same player discovers other words, even if they are not directly related to the letter tile just added, they may also name it and mark it down. For those who play with a time limit, each player should take a reasonable amount of time to think before it is the next players turn.

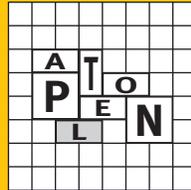
Note: *A word is new when any other player has not written it down, or that the word does not have any letter in common with the previously formed word ie: TOE or TOW, NOT or KNOT, NEW to KNEW.



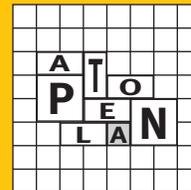
T AT, ATONE, ATE, NET, TO, NOTE, TON, TONE & TOE.



P APE, APT, PEN, PEON, PET, PAT, TAP, TAPE.



L LET, NOEL.



A LANE, LEAN, PEA, PEAL, PLANE, PLEA, TEAL.

Example showing 2nd round word formation for each player

GAME RULES

The new tile does not have to touch another tile entirely, but must connect on some part of the neighboring side. Corner-to-corner connections are not (x) allowed (Fig 1).

The choice of the first letter of a word is discretionary. The reading direction may be done from top to bottom, right to left or zig-zag.

Mandatory is only that the letter tiles touch each other in sequence. Eg: EAT and NEAT are not in the allowable reading sequence (Fig 1).

The same letter tile may not be used more than once in the same word.



Fig. 1

PLAY CONTINUES UNTIL...

If a player is not able to place one of their letter tiles to create a new word, only then may they use their BLANK TILE or place any one of their letter tiles on the Free Letter Pile, located to one side of the board.

BLANK TILES allow players to place a tile without having to form a new word. It does not replace a letter. It may also be used as a tactical move to block the other players. Another player may, on their turn, exchange a Blank Tile ALREADY ON THE BOARD, with one of their own letter tiles of any size, only if they succeed in forming a new word. This avoids the loss of a tile to the Free Letter Pile.

As it is appropriately named FREE LETTER PILE, any player, on their turn, may take one or more of the Free Letter Tiles from the pile, in order to create one new word ie: An o and x can be added to cart to spell oxcart. However, they may not take the O to create one word and the X to create another. After using a Free Letter Tile(s), the player takes their regular turn.

Any player may knock on the table at any time after the last player's turn if they discover a new word(s). They must yell the word(s) out, then mark them down. If time limits have been established, others players may knock after 60 - 90 seconds if they discovered new words. With the last successful 'Knocker', the game moves on.

If a letter tile is placed without creating a new word, the player must put it on the Free Letter Pile. If a FREE LETTER TILE is placed mistakenly without creating a word, the player must put it back on the Free Letter Pile plus give one of their own letter tiles away to the Free Letter Pile.

Players without letter tiles may continue to participate by Knocking or using Free Letter Tiles. If both options do not exist, it is the next player's turn.