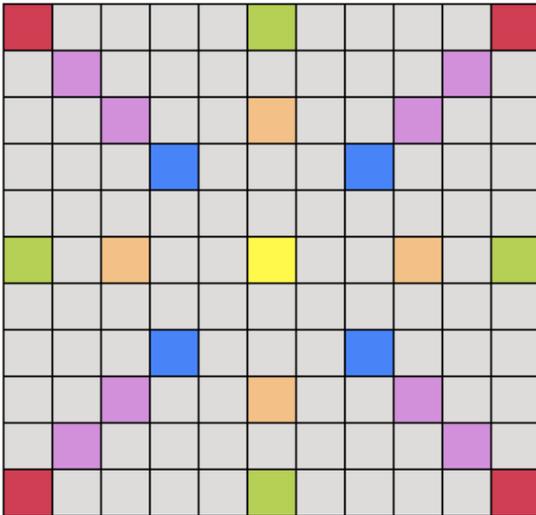


How to play Towers

Towers is a three dimensional word game. You may add words horizontally, vertically and stacked on top of already played letters.

The Board



The board contains various bonus squares

Start square (yellow) is a double word score.
There are 4 triple letter score squares (blue)
4 Double letter score (peach)
4 Triple word score (red)
4 quad letter score (green)
8 double word score (purple)

Rules

You must start the game by placing a word using the yellow start square. Any word using the yellow square receives a bonus 2x word score.

Words can be placed in vertical and horizontal directions, letters can also be added on top of already placed words.

Letters can be stacked up to 3 high.

Words cannot completely cover a previously entered word, at least one(1) letter from the previous word must remain on the board.

Bonus squares remain active until the square has been stacked 3 high. Any time you add a letter to a square containing a bonus, you will receive that bonus for any new word created using that square.

Scoring

Your score will depend on what letters you place on the board, each letter has a different value (check the scoring guide on the game for full list of letter values.).

Bonus points are also awarded based on the number of letters stacked in the words you create.

To count the bonus score, count all the letters stacked in the words you have created, do not include the letters you added (the letters underneath your letters do count).

Using up all 7 letters in your rack in one turn will give you a bonus 10 points.

Examples



The first word is added using the yellow square in it.

Score: 12 points (B:3 E:1 E:1 N:1) + double word score bonus for using yellow square.

There are no bonus points for this turn.

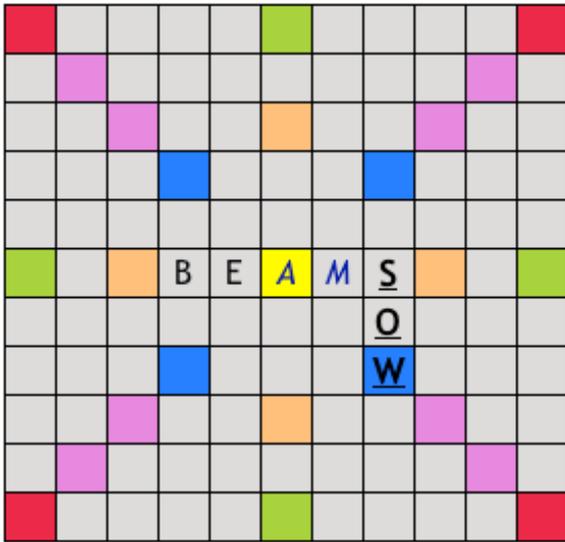


Second word, A & M are stacked on top of the EN from previous word.

Score: 20 (B:3 E:1 A:1 M:3) + 2x word for placing a letter on the start square. = 16 points

Bonus Points 1 for B, 1 for E , 1 for A (remember there is a letter underneath the A) 1 for M (for letter underneath the M).

Total 20 Points.



Third Word Added SOW

Score: 29

Scores points for both BEAMS and SOW since the S was added to both words.

B:3 E:1 A:1 M:3 S:1 (There is no bonus for the start square this time, no letters were added to the start square itself , so there are no bonus points for it.

S:1 O:1 W: 12 (4 + 3x letter score).

Total 23

Bonus points:

B:1,E:1 A:2(There are 2 letters stacked on the start square, none of them were added in this turn so both count toward the bonus score) M:2 = 6

Since all the letters in the word SOW are newly added, and there are no letters underneath them, there is no bonuses for the word SOW.

Total 29 points.

Board Indicators

You can see how high a stack is on a square by looking at the text on the square.

A Letter that is not stacked (just a single letter placed on a square) Will be shown as Black Text (Example: The B in BEAMS).

A Letter that is stacked 2 high will be shown in Dark Blue Text and will also be in italics. (Example: M in BEAMS).

Letters that are stacked 3 high have a filled in background, you cannot add to a square already stacked 3 high.

Words added in your opponents previous turn are indicated by larger bold text and are underlined. (Example: The letters in the word SOW).

Additional Notes

The higher the stacks go, the more bonus points you will receive for creating new words, look for words with potential for gaining more bonus points to receive higher scores on your turn.