

SPELLANDIA

THE ISLAND OF WORDS

(Updated 1-Jan-2019)

Hidden deep in the Lexis Sea is the volcanic island of Spellandia. It's a mythical landscape where its volcano spews letters and its islanders collect myriad words by navigating paths littered with these letters. Collecting words is the islanders' sole occupation.

SPELLANDIA is the tabletop game of making words on a constantly changing, multi-dimensional island comprising up to 52 “land” tiles with 156 letter fragments. Six “islander” tokens maintain player positions, with six scoreboards tracking individual scores.

Players explore and expand the island, laying and swapping land, finding paths that form words and moving their tokens to score points. Play continues until a target score is met or exceeded.



GOAL:

Make words from any number of contiguously adjacent letters. Be the player with the highest score to win among up to six players.

SETUP:

Give each player their numbered islander tokens and scoreboards, setting all three score markers to 0. Pick a target score to end the game, eg. 250.



Place the volcano tile between the players. Shuffle all land tiles and surround the volcano with six random tiles. Give each player one tile and place the remaining tiles face down in draw piles.

Each player places their respective islander on the island.

GAME PLAY:

On each turn, a player has 30 seconds to perform these actions:

- Plays a land tile (optional)
- Finds and calls out a word
- Places the islander on the last letter of that word.

If a word cannot be found, move the islander to one of the adjacent letters. A player always maintains one land tile until all tiles have been played. You can swap your tile from the draw pile in lieu of a turn.

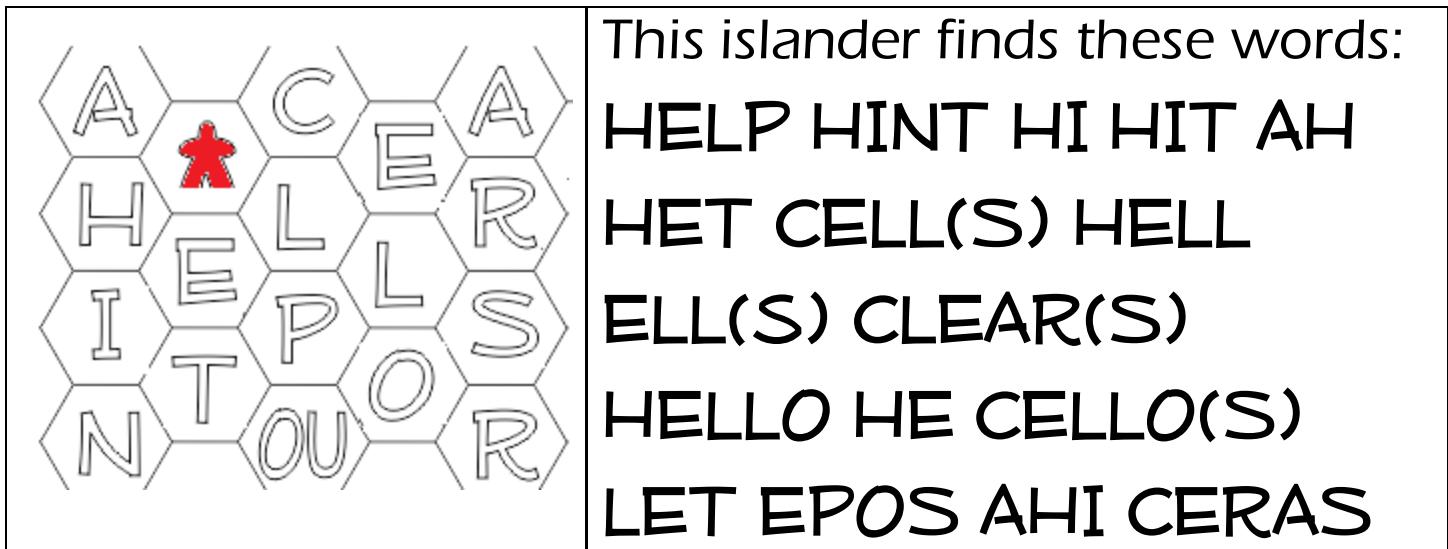
USING LAND TILES:

A player can place or move any land tile that does not contain an islander as follows:

- Builds on the island - plays their own tile anywhere on the island
- Evokes the volcano - takes a land tile from the draw pile and places it adjacent to, or on top of, any other tile(s) on the island
- Invokes magic - moves any land tile already existing on the island to another spot on the island, either on the edge or on top of the island.

FINDING WORDS:

Words are uncovered from adjacent letters



This islander finds these words:
HELP HINT HI HIT AH
HET CELL(S) HELL
ELL(S) CLEAR(S)
HELLO HE CELLO(S)
LET EPOS AHI CERAS

SCORING WORDS:

Count the number of letters used. Move your score marker(s) along the scoring track.

WINNING:

The first person to meet or exceed the target score is the winner.

VALIDITY:

If the word is found in any dictionary or encyclopedia, it is deemed valid. Familiar words such as first names, product names and brand names are allowed.

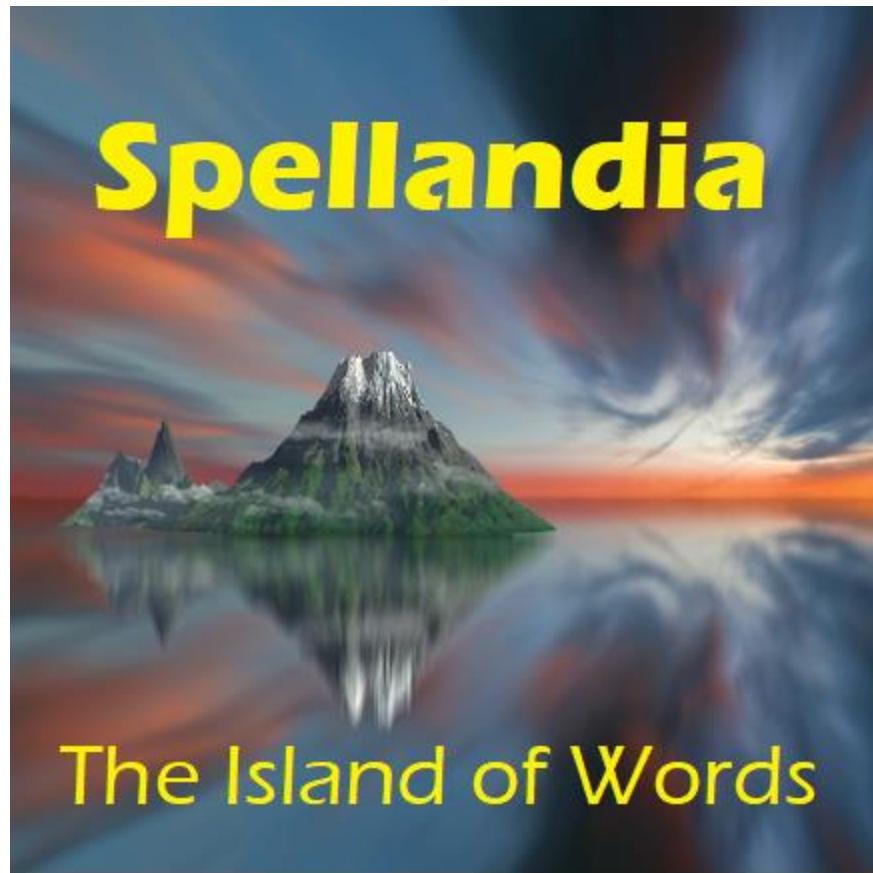
Generally, however, abbreviations and acronyms should not be allowed.

SPECIAL RULES:

- Players do not include the letter under their token
- Letter fragments IN, ON, IS can also be used as NI, NO, SI
- You cannot move a tile that has recently been moved during last two turns
- You cannot repeat words, but you can create plurals or singular forms
- You cannot move a tile with an islander
- Rotating a tile is the same as moving it
- You can rotate a tile with your token on it
- Stacking tiles is allowed and encouraged.

DISPUTES:

If someone makes an invalid word that is disputed, that person loses their turn.



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