



A Game of Eating Your Words for Two to Four Players

In Word Salad, take turns guiding your worm through a delicious salad of letters, creating one word at a time to score points and block your opponents.

Set Up:

- A. Place the board in the middle of the playing space.
- B. Each player chooses a color and takes the appropriate head and body-parts of their worm.
- C. Shuffle the tiles, deal seven to each player, and set the rest aside either stacked face-down or in an opaque bag.
- D. Ensure you have a method of keeping score (paper plus pencil works well).
- E. The last player to eat a veggie goes first. On their first turn, each player chooses an open square with a mushroom on it to begin their first word.

Components

- 1 Board 100 Tiles
- 4 Worm Heads
- 28 Worm Bodies

Turn Order: Each turn consists of the following:

A. Collect Your Body

Remove any body-parts (but not your head) from the previous turn.

B. Play and Use Tiles to Create a Word

Beginning in a space next to your worm's head, use tiles from your hand as well as already-played tiles on the board to spell a word on the board. (On your first turn, begin in a mushroom square.)

Each letter must be adjacent to the previous one in the word. The path of your word can bend in any direction, but cannot skip over already-played tiles or empty spaces.

You do not have to use tiles on the board, but <u>you must always play</u> <u>at least one tile from your hand</u>.

You cannot use a letter marked by a worm's head or body-part.

(See "Blocking Other Worms", next page.)

You cannot use the same tile/space more than once.

You cannot play new tiles on top of other tiles. (*Tiles don't move after they're played.*)

C. Score Your Word

Add up your points based on the letters you used in your word.

- +1 Point per tile in your word (reminder, you must play at least 1 from your hand)
- +2 Point for each Special Ingredient:

Cauliflower, Onion, Pepper, Corn, and Mushroom

Salads - If your word contains the ingredients of one of the following salads, you may **<u>pick one</u>** to score.

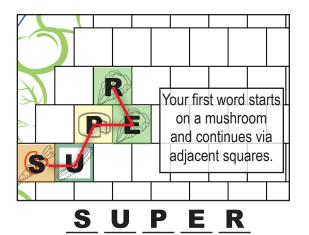
<u>Green</u>	<u>Caesar</u>	<u>Greek</u>	East Asian	<u>Cafeteria</u>
2 points	3 points	4 points	4 points	2 points
Lettuce Tomato Carrot	Lettuce Cheese Croutons	Lettuce Cucumber Olives Cheese	Carrot Cucumber Tofu <u>NO LETTUCE</u>	3x Lettuce Any other ingredient

D. Place Your Head and Body

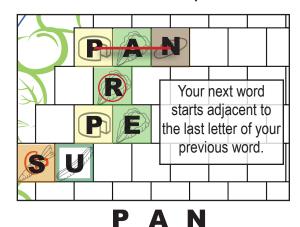
Put your head on the last letter of your word, then your body-parts on the rest of the letters.

E. Refill Your Hand

Draw tiles from the pile until you have seven tiles in hand again. (Players can decide whether to hide their tiles or not. While it may matter in a tournament-style play, it usually does not in casual play.)



5 points (1 point per letter) Red Scores 5 total points

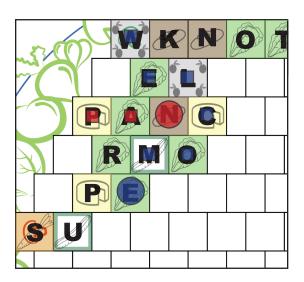


3 points (1 point per letter) +4 points for Caesar Salad **Red Scores 7 points**



7 points (1 point per letter) (note that the E was already there) +4 points for Greek Salad Blue scores 11 points





The previous board, but with heads and body-parts shown.

After Blue scored their word, they placed their head on the last letter (E) and their body-parts on the rest of the letters.

On Red's next turn, they cannot play on any of Blue's marked letters.

However, you don't ever block yourself: at the start of their turn, Red picks up their two body-parts, which means they can use the "A" to the left of their head as the first letter of a new word.

Still, it's a tricky position to be - try to avoid it!

Blocking Other Worms

The presence of your wormy head and wriggly body prevents other worms from getting at letters you're actively eating. Worms can use any tiles that are on the board to spell their word <u>except</u> ones marked by another player.

<u>A worm can never block itself</u>; at the start of your turn, you take up your own body parts, making those letters available to you. You cannot use the letter your head is on, though. And remember, you must always use at least one tile from your hand in your word.

A note on body parts: there are only 7 body parts for each worm. If your word is longer than 8 letters (1 head + 7 body parts), only mark the last 8 letters of it.

Skipping Your Turn

If you cannot make a word that includes at least one tile from your hand, then you skip scoring points that turn.

Instead, you may make a word with only existing letters. Do NOT score points for this word - it only serves to change your worm's position on the board and give you future chances to use your letters. If you can't make any word, discard your hand instead.

Ending the Game

Play continues until no player can play a word. This often - but doesn't have to - involves running out of tiles, in which case players are restricted to tiles they have.

A Word on Words

Players can challenge each other's words. If a just-played word is challenged and is not a legal word, it's removed. If it is a legal word, the challenging player skips their next turn (and cannot discard tiles, but does still remove their body-parts).

Hyphenated words and proper nouns are not legal words.

Players should agree before the game which dictionary they'll be consulting to resolve challenges.

Word Salad was made in beautiful Portland, Oregon, USA by Fly Paper Games www.flypapergames.com

Designed by James Mapes Developed by James Mapes and Lyndsay Hogland Promo Video Voiced by Paul Susi Thank you testers! *smack*

Word Salad Cheat Sheet:

Each turn consists of the following:

- A. Collect Your Body
- B. Play and Use Tiles to Create a Word
- C. Score Your Word
- D. Place Your Head and Body
- E. Refill Your Hand

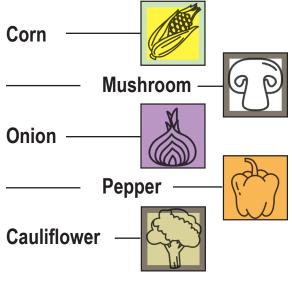
Quick Reminders:

- * You must play at least one tile from your hand each turn (or skip scoring)
 - * The first letter of your new word is adjacent to your head
 - (i.e. the last letter of your last word)
 - * You cannot block yourself
 - * You can only pick one salad to score

Scoring:

+1 Point per Letter in your Word

+2 Point for Special Ingredients:



Green Salad - 2 points



Cafeteria Salad - 2 points



Caesar Salad - 3 points



Greek Salad - 4 points



East Asian Salad - 4 points



