

# WORD WIDE DELIVERY

## COMPACT EDITION

(Updated February 9, 2020)

**Word Wide Delivery** is a tabletop word game where you use ships to collect and transport a cargo of letters to sell as words. Up to four players compete to load their ocean-going ships with letters matching a manifest of words and deliver them to their ports.



## **GOAL:**

Be the first person to exceed a target score by collecting letters and delivering a completed word back to your port.

## **Lasercut Components:**

- 12x12 game board for up to four players
- 4 integrated scoring tracks and score markers
- 210 hexagonal letter tiles
- 12 special action tiles
- 4 island tiles
- 4 cargo ships
- 4 “mine” hazards
- 20 initial manifests (print more online)
- one die.

*Additional manifests can be printed as needed for free at [www.WordWideDelivery.com](http://www.WordWideDelivery.com).*

## **QUICK PLAY:**

- Fill the board with upside down tiles
- Flip over 20 random tiles
- Place ships on port locations 1-4
- Give each player a manifest

- Roll die, move ship on blue sea spaces
- Flip adjacent tiles
- Collect letters matching your manifest
- Replace with upside down tiles
- Return to port to score words.

## **SETUP:**

- Find the four island tiles
- Fill the board with upside down tiles and face up island tiles
- Flip over 20 random tiles around the islands
- Keep remaining tiles upside down in a draw pile
- Place ships on port locations 1-4
- Give each player a manifest
- Agree upon an end of game score, eg 150.

## **GAME PLAY:** On each turn, a player will...

- Roll the die
- Move their ship up to that number along ocean spaces
- Optionally flip adjacent tiles to reveal letters
- Collect any letters that match words in your manifest
- Replace missing tiles with new upside down tiles

## Returning to Port:

When enough tiles have been collected, move back to your port. Adjust your score and return the tiles back to the draw pile. If ocean spaces block your return to port, stop moving then change one tile back to ocean (flip it over). Continue moving on your next turn.

## MANIFESTS:

Each manifest card contains four sets of increasing longer anagrammatic words and their point values. These words represent customer orders. Ships collect the letters needed to fulfill the words. Only fulfill one from each section, so a maximum four words.

SECRET MANIFEST	
1 ARE (5) EARS (10) ACRES (15) TRACES (25)	2 SOL (5) SOUL (10) BOLUS (15) OBOLUS (25)
3 GIN (5) GINS (10) SEGNI (15) BEGINS (25)	4 SIN (5) SINE (10) SHINE (15) WHINES (25)

If you don't want to risk losing your shipment, collect letters for the shortest words first. However, you should always attempt to fulfill the longest words when possible.

Optionally, play with one manifest for all players for a more challenging game. Once someone returns to port, replace the manifest (other players still continue).

## **PORT RULES:**

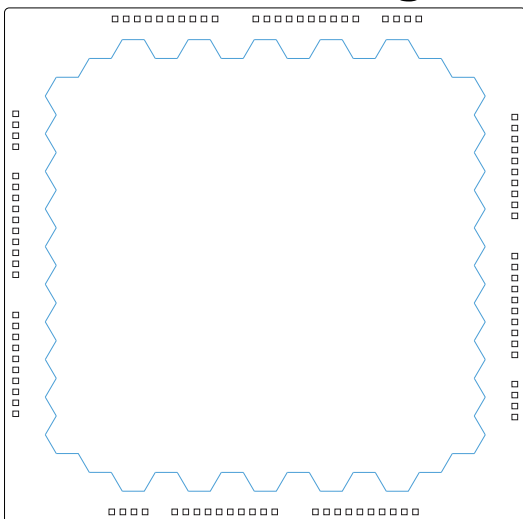
To collect points at any time, a ship must return to its port and “unload” its cargo of completed words. Unloading involves taking the collected letters and forming words that match those from the manifest. Letters must exactly match the words from the manifest. A player can replace the manifest at anytime, keeping any unused letters.

## **SCORING:**

The scorekeeper will add up the points from all letters collected and adjust a player’s score.

## **ENDING THE GAME:**

The first person to reach or exceed the target score is the winner. However, deduct the point values of all individual letters still being collected to reach final scores.



## **SPECIAL RULES:**

1. Do not collect letters you do not need: those that are not on your manifest or cannot form part of a word. Their point values will be deducted at the end of the game.
2. The two tiles marked with circles are “round-the-world” connectors. Move through one to get to the other side (because the earth is round). Position these at the ends of the board.

## **FAQ:**

Can I grab letters I don't need? NO

## **STRATEGY:**

- You may want to go to port often to unload your words and score them.
- Try to position your ship where many letter tiles will be adjacent to the ship.

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