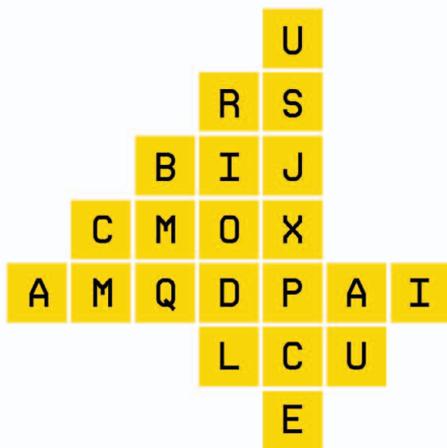


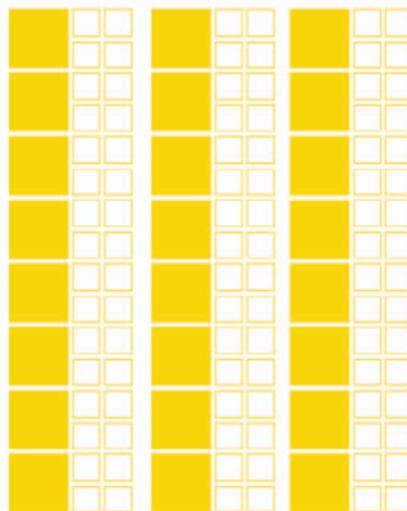
VERSION 0.97 | COPYRIGHT © 2013 PETER FREER

DEVELOPMENT ASSISTANCE AND PUZZLE LAYOUTS **JON BROWN** | PLAYTESTING COURTESY OF WWW.BOARDGAMEGEEK.COM
BGG PLAYTESTERS : **MAXWELL WINTER, RANSOM CHRISTOFFERSON, PACEMAKER 67, ANDREAS PELIKAN, PHYSICSMAN 13**

WORD HARVEST PUZZLE SHEET - INTRODUCTORY PUZZLES 1/2/3



1) Laser



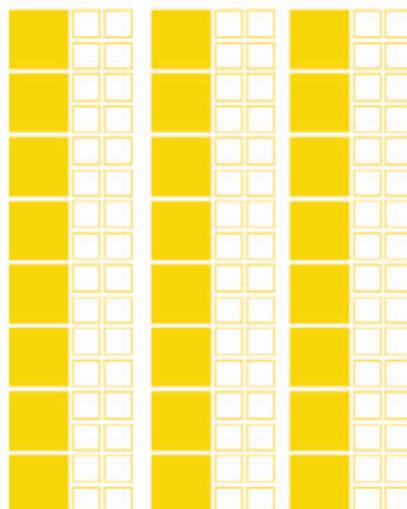
Harvested Letters



Word Construction Area



2) Robot Chick



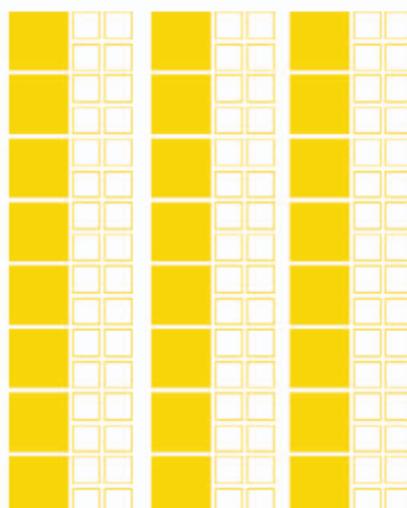
Harvested Letters



Word Construction Area



3) South Island



Harvested Letters



Word Construction Area

INTRODUCTION

Word Harvest is a game about acquiring letters to then make words. In each Word Harvest puzzle, the goal is to get the highest score possible - **Harvest cleverly, make long words and use higher value letters to get the most points.** These rules will walk you through your first game, phase by phase - so you can play as you learn.

WORD HARVEST IS A GAME OF 3 PHASES: 1) HARVEST 2) CONSTRUCTION & 3) SCORING

In the first phase you will be harvesting letters by completing a puzzle game – **Harvest.** The letters you harvest will be used in the second phase to make words. The better you play Harvest, the better chance you have of playing (and scoring) words in the second phase – **Construction.** In the Construction phase, using the letters you've collected, you try to gain the most points by making the highest scoring words possible. Many words, long words and words using more difficult letters, will earn more points. Finally in the **Scoring** phase, you will calculate your total score and bonuses to determine how well you've played.

HOW TO PLAY

1) HARVEST

The goal of Harvest is collect as many letters as you can in the best way you can. Everytime a letter is 'crossed' by more than one line, the more times they can be used in the construction phase.

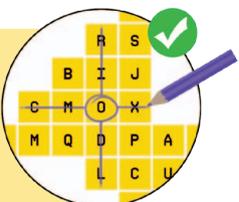
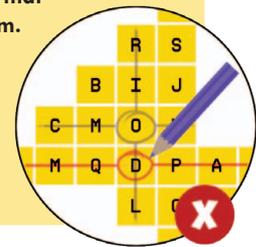
A Choose a letter and circle it, this is a **1x Letter**, it can be used once in the next phase.

- ! **Either** draw lines out horizontally and vertically (a +) from the circled letter.
- ! **OR** draw lines out diagonally (an x) from the circled letter.

Lines are drawn until they hit the side of the puzzle or an internal gap (empty square).

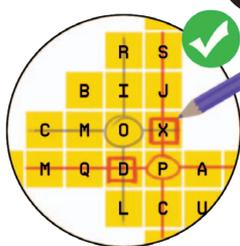
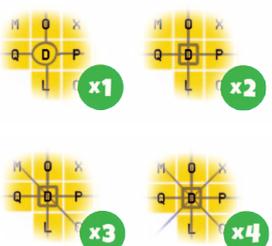
B Choose another letter and circle and do the same as above **BUT:**

- ! **You cannot circle letters that have a line through them.**
- ! **A line is blocked by a circle** (a line cannot go through a circled letter).

C Any letters that have **2 or more lines** crossing through them, **draw a square around it**

- ! **A squared letter does not block a line.**
- ! **A single line crossing through a letter does not harvest a letter.**
- 2 lines crossing through a letter is a **2x Letter**, it can be used **twice** in the next phase.
- 3 lines crossing through a letter is a **3x Letter**, it can be used **thrice** in the next phase.
- 4 lines crossing through a letter is a **4x Letter**, used **four times** in the next phase.

D Continue until all letters have been covered (i.e either circled, squared or lined).

- ! Squared letters are more valuable than circled. 4x letters net you the most points and the most uses, so are extremely useful!
- ! **Watch out, Harvesting has a cost!** Having more circled letters means having to sacrifice more words as 'Payment' and make it harder to earn word bonuses.

E The Harvest puzzle is finished!

- ! Write all the circled letters in the 'Acquired Letters' section to the right of the puzzle.
- ! Note down the number of circled letters, this is your **Harvest Count.** It will be used to calculate **Word Bonuses** and used as 'Payment' in the scoring phase.

! Next write in all squared letters in the 'Acquired Letters' section. Fill in the smaller squares to indicate how many times you can use that letter.



HARVEST IS FINISHED, CONSTRUCTION BEGINS!

2) CONSTRUCTION

Using the letters Harvested from the first phase, try and score as many points as possible by making as many, and as long, words as possible.

A

- ! Use the 'Word Construction Area' to the right of the puzzle as a work space to make words.
- ! Use the letters you have harvested to make words.
- ! **2 letter words cannot be constructed**, words must be 3 letters long or longer to score.
- ! **A word can only be constructed and scored once.**

B

Words are scored on their length and letter values.

- ! Letter value is equal to the number of uses, e.g. a **4x letter 'E'** is worth 4 points 4 times.
- ! Words equal or longer than your **Harvest Count** score a +1 point word length bonus. For example, with a harvest count of 5, the word **PIG** does not score 3 bonus points, but the word **ORANGE** does score 6 bonus points.

C

Once you've made a word, mark off the letters you have used by drawing an X over each smaller filled-in square next to the letter.

- ! Once a letter has been exhausted it cannot be used further. **Remember to mark off used letters as you go.**

If a letter has multiple uses (i.e. a 2x, 3x or 4x letter) it can be used that many times within a single word or across many words.

D

Once all letters have been used, or no more words can be made with the remaining letters, **scoring begins.**

- ! It's possible to score your words and word bonuses as you make them, or alternatively, now at the end of the construction phase. **Whichever you find more helpful.**

CONSTRUCTION IS FINISHED - THE NEXT PHASE BEGINS!

3) SCORING

Now to find out just how well you've scored.

A

If you haven't already, **add up** the letter points for each word for a **WORD SCORE**.

- ! Letter value is equal to the number of uses, e.g. a **4x letter 'E'** is worth 4 points 4 times.
- ! Note each word score down next to the word (this is helpful later).

B

Words that are equal or longer than the **Harvest Count** qualify for a **Word Bonus** - an extra point for each letter in the qualifying word.

E.g. with a harvest count of 5, the word PIG does not score the 3 bonus points (1 point per letter), but the word ORANGE does score 6 bonus points.

C

Calculate your **Word Bonuses** and add them individually to the words that qualify.

D

Payment - Harvesting has a cost, how efficiently have you Harvested?

- ! Discard a word or multiple words up to your **Harvest Count value** (number of circled letters). *E.g. Millie has a Harvest Count of 5 (5 circled letters), she could choose to discard a 5 letter word of her choice (if she had one) or shorter words adding up to a total or more of 5 letters.*
- ! If you don't have a word short enough, you must use a longer word instead - *In this example Millie has a 6 letter word she could discard, her only other option is to discard a 3 letter and a 4 letter word instead.*

E

- 1 Discard all the words (and bonuses) used as **Payment**. Add all remaining **Word Scores** together.
- 2 **Completion bonus** - If all harvested letters have been used in construction, add 1 bonus point for each word constructed.
- ! **Unused letters do not score any points.**

! This is your **FINAL SCORE**, well done! There are many ways to score - play again and try to beat your previous score.

CONGRATULATIONS! YOU'VE COMPLETED YOUR FIRST WORD HARVEST! TRY ANOTHER PUZZLE OR SEE IF YOU CAN BEAT YOUR PREVIOUS SCORE ON THIS ONE. LOOK OUT FOR MORE PUZZLES COMING SOON.