

# PUZZINGO™

## GAME GUIDE



*A Word-Building Puzzle Game  
of Strategy and Connection*

### Contents

- 100 Letter Puzzle Tiles
- 4 Tile Racks
- 1 Drawstring Bag
- 2 Quick Reference Cards

AGES  
**8+**



2-4 PLAYERS

Playtime 90-120 Minutes

# Game Overview

PUZZINGO™ is a word-building puzzle game in which players use interlocking jigsaw-style letter tiles to form valid words in a shared, connected layout.

Each letter tile has a point value. Players score points by creating new words, extending existing words, and strategically fitting tiles together. Additional bonus points can be earned based on how words connect, combine, and interact with special tiles.

PUZZINGO blends familiar word-game strategy with the added challenge and creativity of puzzle-piece placement.

# Objective

Score the most points by:

- Creating valid words using your letter puzzle tiles.
- Strategically connecting to words already in play.
- Earning bonus points through word creation and creative tile connections.

# Setup

## 1. Word Validation

Decide whether a dictionary will be used to validate words, and if so, which dictionary.

- If no dictionary is used, all word challenges are resolved by a group vote.
- The Official Scrabble Players Dictionary is recommended.

## 2. Play Area

Choose a tabletop surface on which to play. PUZZINGO™ is a free-form game and does not use a board.

## 3. Prepare the Tiles

Mix all letter puzzle tiles thoroughly and place them into the tile drawstring bag.

## 4. Determine the First Player

Each player draws one tile. The player with the letter closest to “A” goes first.

- A “PZ” wildcard tile beats all other letters.

## 5. Draw Starting Tiles

Each player draws seven tiles and places them on their rack.

- Tiles are drawn in turn order, starting with the first player.

## 6. Begin Play

Play starts with the first player and continues clockwise.

# Gameplay Rules

## Turn Structure

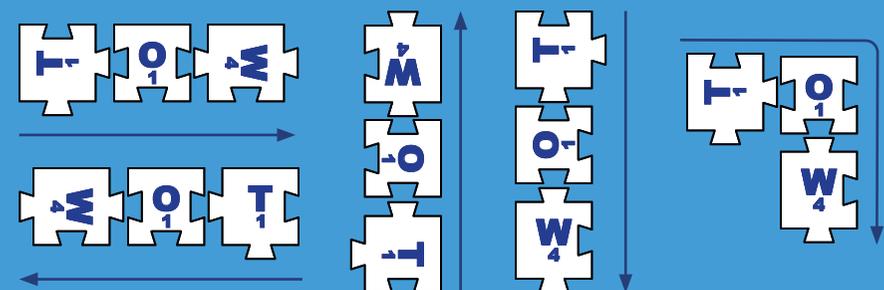
On your turn:

- Use one or more tiles from your rack to form a valid word.
- A valid word must contain **at least two letters**.
- Your placement may create multiple words by connecting to existing tiles.
- All tiles you place must connect to each other and must interlock properly with other tiles on the table.

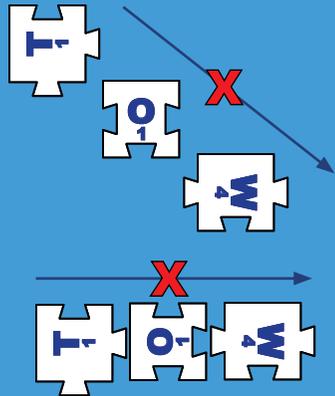
## Direction Rules

- Words may be formed in any direction, including left-to-right, right-to-left, top-to-bottom, or bottom-to-top, or combinations of these directions.
- Directional rules are evaluated using the declared spelling order of the word. The starting letter is the first letter of the word as declared, even if the word is spelled in reverse.
- A word may travel across multiple directional lines, but any change in direction must occur at a tile placed during your current turn. The turning point must be one of your newly placed tiles.
- A word you form may intersect with existing directional lines, as long as:
  - Every letter grouping created forms a valid word, **AND**
  - Every tile you place connects (directly or through other tiles) to the word you are forming, **AND**
  - Your entire placement becomes part of one single connected structure that links to the existing layout (at least one newly placed tile must connect to a tile already on the table).
- Words that read in opposite directions may form more than one valid word. Scoring for such words is defined in Basic Scoring.
- Diagonal word lines are **not allowed**, as tiles would not interlock.
- A tile may only be used **once** in the spelling of a word.

Acceptable forms of “TOW”



Unacceptable forms of "TOW"



All tiles must interlock

Forms two words in opposite directions: "BAT" and "TAB"



Forms one word because it's the same word "TOT" in both directions

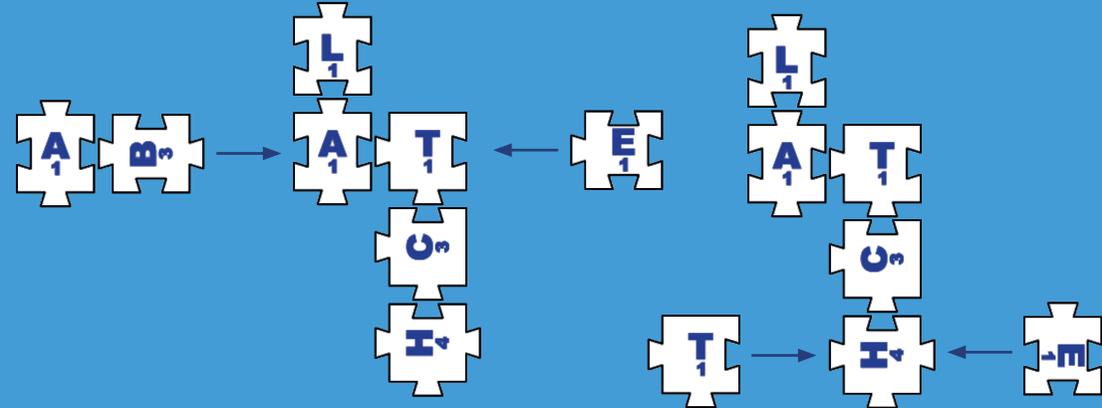


## Forming a New Word Using Existing Tiles

- Letters from an existing word that lie along the same directional line may be used to form a new word.
- If you use multiple letters from an existing word, **all of those letters must appear in the spelling of your new word.**
- If you use only one letter from an existing word, your new word must begin in a different directional line than the existing word at the point of connection and **cannot** use any letters in the same directional line as the existing letter.

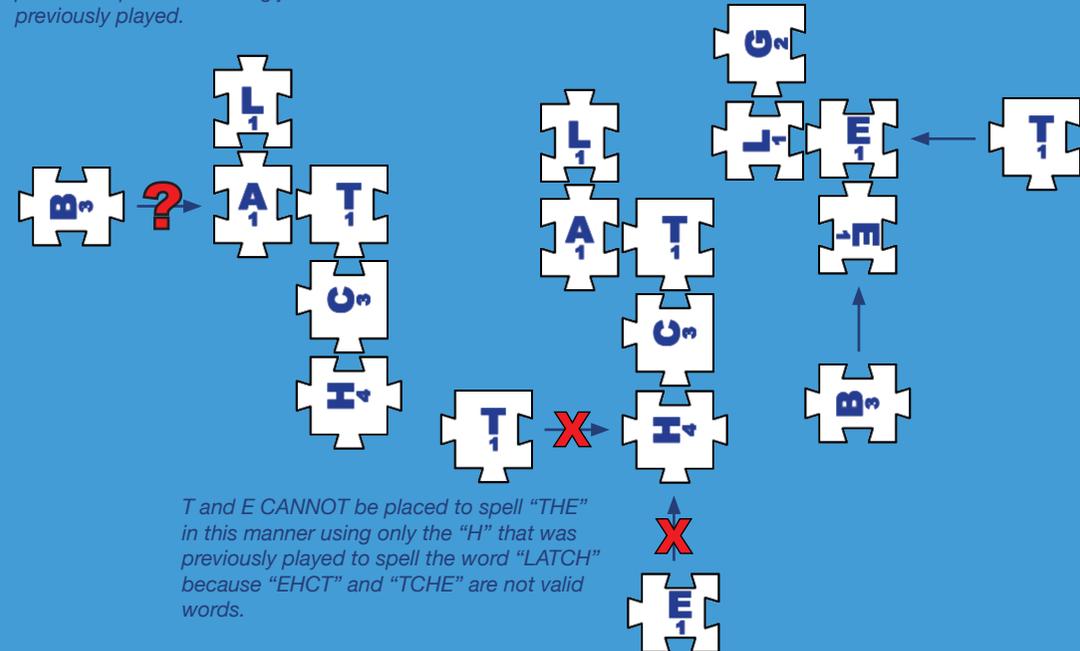
A, B, and E can be placed to spell "ABATE" using the "AT" that was previously played to spell the word "LATCH"

T and E can be placed to spell "THE" using the single "H" that was previously played to spell the word "LATCH"



"B" CANNOT be placed to spell "BAT" using the "ATCH" that was previously played to spell the word "LATCH" because the "CH" is not in the same directional line as "AT". However, "B" CAN be placed to spell "BAT" using just the "AT" that was previously played.

B and E CAN be placed to spell "BEET" in this manner because the change in direction is by tile "T" that you place during your current turn and it also forms the word "LET".



T and E CANNOT be placed to spell "THE" in this manner using only the "H" that was previously played to spell the word "LATCH" because "EHCT" and "TCHE" are not valid words.

## First Word of the Game

- The first player must form **one single continuous word.**
- All tiles used must interlock into **one connected group.**

## Placing New Words

After the first turn:

- Every word you play must connect to **at least one tile already on the table.**
- Tiles you place must form **one complete and valid word.**
- If your newly placed tiles connect to multiple existing tiles, **all resulting letter groupings must form valid words.**
- Words may follow any directional line, provided all placed tiles form **one connected structure.**

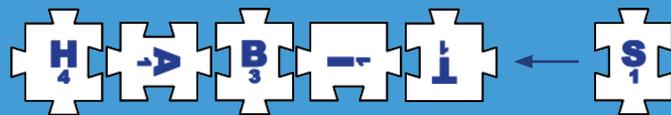
## Using Existing Words

When forming a new word that connects to existing tiles, apply the following rules:

### Extending an Existing Word

- If all letters of an existing word lie along a single directional line, you may add tiles to extend that word and create a new variation along the same directional line.

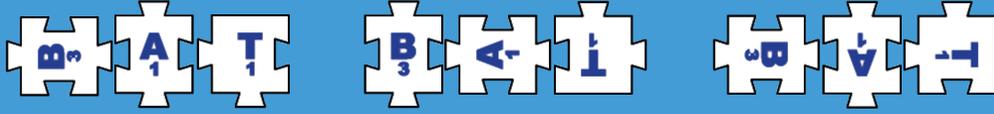
Example: Adding "S" to HABIT to form HABITS.



## Tile Orientation

- You may rotate tiles in any orientation, provided they interlock correctly.
- Letter orientation does not affect word validity, as long as the final word is clear and agreed upon by the group.

All of the following examples are valid ways the tiles can be rotated to spell "BAT"



## "PZ" Wildcard Tiles

- When you play a "PZ" wildcard tile, declare which letter it represents.
- The wildcard tile remains that letter for the rest of the game.
- A "PZ" wildcard tile has **no point value**, but **any word that includes a wildcard tile scores as a Triple Word**.

## Word Reuse

- Any valid word may be formed **multiple times** during the game.

## End of Turn

- After placing tiles, **score all new words formed** during your turn.
- Draw tiles from the draw bag until you have **seven tiles on your rack**.

## Scoring System

Players score points by forming new words, earning standard bonuses, and claiming special and puzzle bonuses through creative tile placement.

The PUZZINGO™ Online Scoreboard can be found at [scoreboard.puzzingo.com](https://scoreboard.puzzingo.com). Scan the QR code at the end of the game guide to use the scoreboard.

## Basic Scoring

- Each letter tile has a point value.
- Add the point values of **all new words formed during your turn**.
- If you form more than one word in a turn, **score each word separately**, then add the totals together.
- If a single placement of tiles creates **two different valid words** when read in opposite directions, score **each word separately**. If the letters spell the **same word forward and backward**, it is scored as one word only.

Only words created or extended as a result of the tiles placed on your turn are scored.

## Standard Letter Bonuses

*Double Letter Bonus*

- If a word is four or more letters long and includes the letter **V, J, or Q**, each **V, J, or Q** used in that word scores **double its normal point value**.

*Triple Letter Bonus*

- If a word is four or more letters long and includes the letter **X or Z**, each **X or Z** used in that word scores **triple its normal point value**.

*Letter bonuses modify individual tile values first, followed by word bonuses and then special and puzzle bonuses.*

## Standard Word Bonuses

*Double Word (DW) Bonus*

- Any word that includes a **new or existing corner tile** scores double.
- A corner tile itself is worth **0 points**.



*Triple Word (TW) Bonus*

- Any word that includes a **new or existing "PZ" wildcard tile** scores triple.
- A "PZ" wildcard tile itself is worth 0 points.

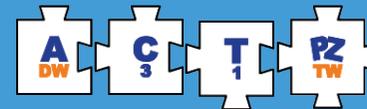


*Multiple Double or Triple Word Bonuses*

- A word may contain **more than one Double Word and/or Triple Word bonus**.

When this occurs:

- Add together the point values of all tiles in the word that have a point value.
- Multiply the total by **one** applicable word bonus.
- Continue multiplying the new total by **each additional** word bonus.



Point Total  
 $(3 + 1) * 2 * 3 = 24$

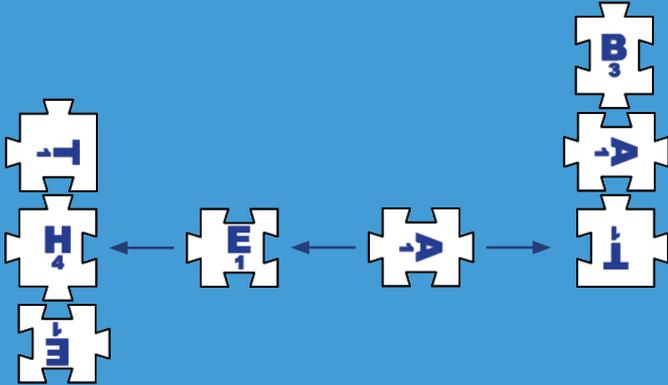
*The Wildcard Tile is played as an "S" to form the word "ACTS"*

## Special Bonuses

### Bridge Bonus — +10 points

- Awarded when you connect **two previously separate clusters** of tiles into **one continuous structure** during a single turn.

Spell "HEAT" by connecting "H" from one structure to "T" in another structure to earn a bonus of 10 points



### Full Fit Bonus — +50 points

- Awarded when you use **all seven tiles** from your rack in a single turn.

### Shared Play Word Extension Bonus — +5 points

(Team Play — Individual Racks Only)

- Earn +5 points when you extend a word previously played by your teammate.

### Shared Play Connection Bonus — +10 points

(Team Play — Individual Racks Only)

- Earn +10 points when your new word connects to a word previously played by your teammate.

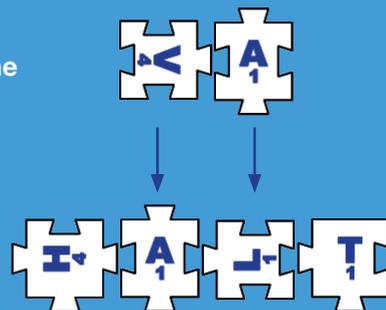
## Puzzle Bonuses

These bonuses reward clever placement that makes use of the jigsaw-style puzzle tiles and unique PUZZINGO™ rules.

### Cluster Bonus — +5 points

- Create a **2 x 2 block** of tiles that together forms **one valid four-letter word**.

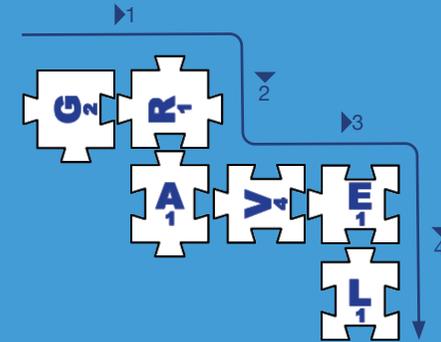
Spell "LAVA" by adding A and V to the L and A that have already been played, creating a 2 x 2 block and earning a 5 point bonus



### Multi-Direction Bonus — +5 points

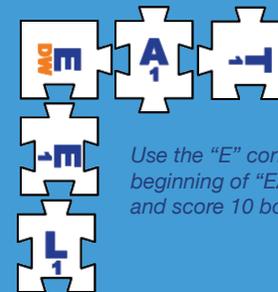
- Form a single word that travels in **four or more directions** while remaining part of one connected structure.

Spell "GRAVEL" by making the word go in at least four directions and get a 5 point bonus



### Multi-Word Corner Tile Bonus — +10 points

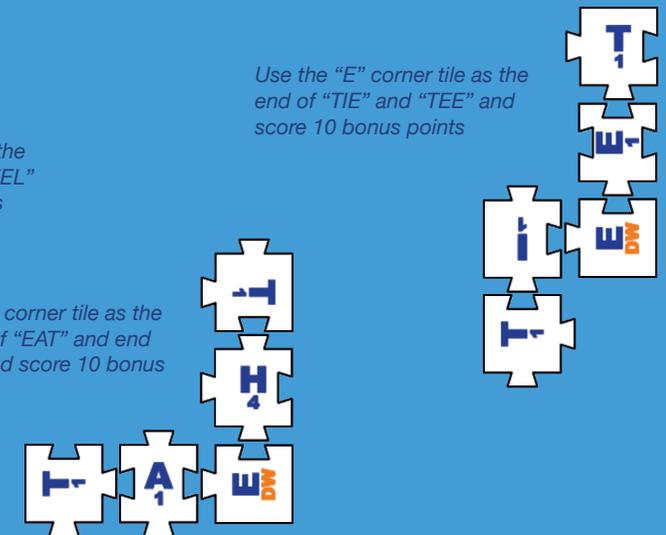
- Use a **corner tile** as the beginning and/or ending of **two different words**.
- The corner tile may:
  - Begin both words
  - End both words
  - Begin one word and end another
- The two words **do not need to be formed on the same turn** to qualify for this bonus.



Use the "E" corner tile as the beginning of "EAT" and "EEL" and score 10 bonus points

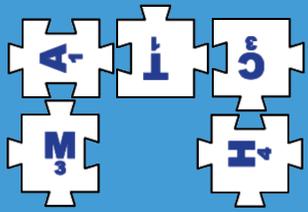
Use the "E" corner tile as the end of "TIE" and "TEE" and score 10 bonus points

Use the "E" corner tile as the beginning of "EAT" and end of "THE" and score 10 bonus points



## Ring Complete Bonus — +25 points

- Completely surround **one or more empty spaces** with interlocking tiles so that all surrounding tiles form **one word and one connected structure**.



With "INBOX" already played in reverse, connect "MATCH" to "BOX" to spell "MATCHBOX", leaving at least one empty space in the middle and earn 25 bonus points



## Bonus Integration Rules

- All bonuses — **standard, special, and puzzle** — may be combined with regular scoring.
- Standard Letter bonuses are applied before all other bonuses.
- More than one bonus may apply to the same word on the same turn.
- Players must **clearly announce all bonuses** they are claiming before scoring is finalized.
- **Special and Puzzle Bonuses** are applied **after** all standard word scoring is complete.

## Words

All words played in PUZZINGO must meet the following requirements:

- A word must contain **at least two letters**.
- Words must be formed using tiles that interlock into a **single connected structure**.
- Words may follow **any directional path**, provided tiles interlock correctly.

## Disallowed Words

- **Proper nouns and names**  
Words that are normally capitalized, such as personal names or place names.
- **Foreign Words**  
Unless they are commonly used in your local language.
- **Abbreviations and Acronyms**  
Examples: LOL, IDK, FYI, THRU, EOD, BRB, ETA
- **Prefixes or suffixes used alone**  
Example: MILLI may be added to METER, but MILLI may not be played as a standalone word
- **Hyphenated Words**  
Examples: long-term, check-in, well-being
- **Words with apostrophes**  
Examples:
  - DON'T (*DO and NOT may be used*)
  - YOU'RE (*YOU and ARE may be used*)
  - I'M (*AM may be used; I may not, as it is a single letter*)

## Challenging Words

- Any one player may challenge a word **before the next player begins their turn**.
- Challenged words are resolved using:
  - The agreed-upon dictionary, or
  - A group vote, if no dictionary is being used

## Challenge Outcomes

- If the word is invalid  
(*Not found in the dictionary or rejected by group vote*)
  - The active player removes the tiles they placed
  - Their turn ends immediately
  - No points are scored
- If the word is valid  
(*Found in the dictionary or approved by group vote*)
  - The active player scores the word as normal
  - The challenger loses their next turn

## What If . . .

### . . .You Can't Make a Word?

You may choose **one** of the following:

- **Exchange Tiles**

- Place any number of tiles from your rack facedown
- Draw the same number of tiles from the draw bag
- Return the facedown tiles to the draw bag

OR

- **Skip Your Turn**

If either option is chosen:

- Your turn ends immediately
- No points are scored

### . . .No One Can Make a Word?

- If every player passes twice in succession, the game ends.

### . . .You Take Too Many Tiles?

- If a player has more than seven tiles on their rack:
  - The player to their right randomly removes the excess tile(s) without looking at the letters
- Removed tiles are returned to the draw bag

## End of Game

The game ends when **either** of the following occurs:

- All tiles have been drawn and one player has used their last tile.
- All players are unable to make a word **twice in succession**.

## Final Scoring

- Unused Double and Triple word tiles have a point value of 5 pts.
- If there are unused DW tiles on your rack, multiply the total point value of all unused tiles by two.
- If there are unused TW tiles on your rack, multiply the total point value of all unused tiles by three.
- Each player subtracts the total point value of any unused tiles on their rack from their score.
- The player with the highest final score **wins the game**.

## Optional Game Modes

The following optional game modes may be used individually or combined, as agreed upon by the group before play begins.

### Category Mode

- The group decides if the category will change each round or each turn.
- At the start of each round or turn, choose a category.
- All words formed during the round or turn must fit the chosen category.
- Formed words must still comply with PUZZINGO™ rules.
- Challenges to whether a word fits a category are voted on by the group.
- Players can use the same word.

*The PUZZINGO™ Category Selector can be found at [categories.puzzingo.com](https://categories.puzzingo.com). Scan the QR code at the end of the game guide to use the category selector.*

### Timed Mode

- Before the game begins, players agree on a time limit for each turn.
- The timer for a player's turn begins immediately after the previous player:
  - Finishes scoring, and
  - Draws tiles from the draw bag
- If the timer expires before the player forms a word:
  - Their turn is forfeited
  - Play passes to the next player

*The PUZZINGO™ Timer can be found at [timer.puzzingo.com](https://timer.puzzingo.com). Scan the QR code at the end of the game guide to use the timer.*

## Solo Mode

- The game is played by a single player.
- Keeping score is optional.
- Players may focus on creating high-scoring words, completing puzzle bonuses, or challenging themselves with limited turns.

## Team Play (Shared Rack)

- Partners share a single tile rack.
- Teammates may freely discuss:
  - Tiles
  - Words
  - Strategy
  - Scoring
- Teams take turns as a single player.

## Team Play (Individual Racks)

- Each partner has their own tile rack.
- Team scores are combined.
- Partners **may not** discuss:
  - Tiles
  - Words
  - Strategy
  - Scoring
- This mode enables certain **Shared Play bonuses**.

End of Guide

Letter	Point Value	Number of Tiles
A	1	9
B	3	2
C	3	2
D	2	4
E	1	12
F	4	2
G	2	3
H	4	2
I	1	9
J	8	1
K	5	1
L	1	4
M	3	2
N	1	6
O	1	8
P	3	2
Q	10	1
R	1	6
S	1	4
T	1	6
U	1	4
V	4	2
W	4	2
X	8	1
Y	4	2
Z	10	1
“PZ”	0 *	2

\* At the end of the game, unused “PZ” tiles are worth 5 pts

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