

Puzzingo Gameplay Rules

Turn Structure

- All tiles you place must form at least a 2-letter word
- Your placement may create multiple words by connecting to existing tiles
- All tiles you place must connect to each other and must interlock with other existing tiles

Direction Rules

- Words can be formed in any direction as long as the tiles interlock
- Words that read in opposite directions may form more than one valid word; how those words are scored is defined in Basic Scoring
- A word may travel across multiple directional lines
- A change in direction must occur at a tile placed during your current turn
- A word you form may intersect with existing directional lines
- A diagonal directional line is not allowed

Placing New Words

- 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

- If all the letters for an existing word lie in the same directional line the word can be extended to make a variation of the existing word
- Letters from an existing word that lie in the same directional line may be used to create a new word
- If using multiple letters from an existing word, all letters must be used in the spelling of the new word

Tile Orientation

- You may rotate tiles in any direction as long as they interlock correctly
- Letter orientation does not affect word validity



Puzzingo Scoring System

Basic Scoring

- Each letter tile has a point value
- Add the points from all new words
- Score each word separately, then total them
- If a placement forms two different valid words in opposite directions, score both, but if it spells the same word both ways, score it once

Special Bonuses

- **Bridge +10 pts** Connect two previously separate clusters
- **Full-Fit +50 pts** Use all seven tiles in a single turn
- **Shared Play Extension +5 pts** In Team Play (Individual Racks), extend a word played by your teammate
- **Shared Play Connection +10 pts** In Team Play (Individual Racks), connect a new word to letters played by your teammate

Standard Bonuses

- **Double Letter Points for V, J, or Q** are doubled when used in a 4+ letter word
- **Triple Letter Points for X or Z** are tripled when used in a 4+ letter word
- **Double Word (DW)** Any word that includes a corner tile
- **Triple Word (TW)** Any word that includes a wildcard tile

Puzzle Bonuses

- **Cluster +5 pts** Form a 4-letter word with a 2x2 block of tiles
- **Multi-Direction +5 pts** Form a word that goes in four or more directions
- **Multi-Word Corner Tile +10 pts** Use a corner tile as a beginning and/or ending of two words
- **Ring Complete +20 pts** Completely surround empty spaces with interlocking tiles

Bonus Integration Rules

- All bonuses (standard, special, and puzzle) can be combined with regular scoring
- Standard Letter bonuses are applied before all other bonuses
- More than one bonus may apply to the same word or turn
- Players must announce all claimed bonuses
- Special and Puzzle bonuses are applied after all standard word scoring is complete



Refer to the Game Guide for Gameplay and Scoring Examples