



Spelling Brawl



The Word Search Game of Tactical Combat



20 Minutes



2-4 Players

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You have trained mind and body for this day. You have defeated all challengers in the qualifying rounds and have earned your place in the finals. Today is the day when you will find out if all your studying and practice were worth it. You enter the ring, nodding respectfully at your opponents. You know how hard they have worked.

You take your position, the referee opens their dictionary, and the crowd goes wild! Do you have the vocabulary and footwork needed to stand a chance? Or will you be eliminated before your more eloquent opponent? This is more than just a mere spelling bee or wrestling match. This is the Spelling Brawl!

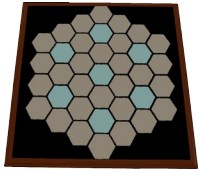
Overview

Spelling Brawl is a fast-paced, tactical word wrestling game for 2-4 players.

The board is covered in letter tiles, and each turn you will move around the board by spelling a word with the available letters combined with letters from your hand. By moving in specific patterns, you can attack your opponents to push them around and exhaust their hand.

Each player has a rival that they are trying to defeat by preventing them from moving or forcing them off the board. The first player to eliminate their rival wins.

Game Contents



1 Game Board



4 Letter Racks



1 Draw Bag



4 Fighter Tokens



86 Letter Tiles

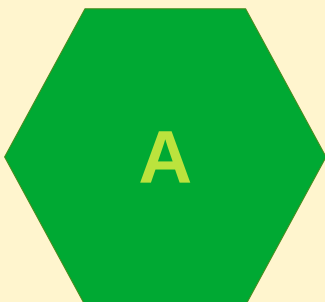


4 Block Tokens

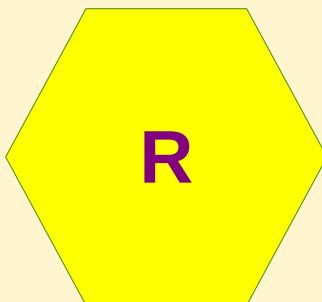
Letter Color Coding

Letter tiles are color coded according to how approximately how frequently they occur in the English language. Green tiles are the letters that appear most frequently, while red tiles are letters that appear the least frequently.

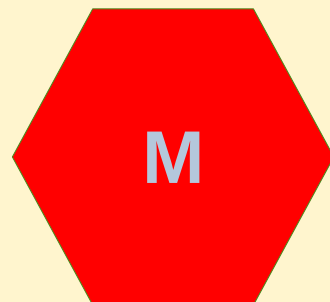
The number of times any given letter appears in the game depends on its color:



x8



x4



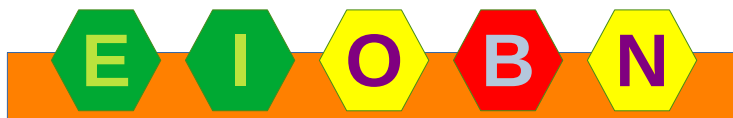
x2

Setup

Before beginning a game, all players should agree on the dictionary or dictionaries that they will use to determine which words are allowed.

1. Place all Letters in the bag and shake it to randomize the letters. Draw and place 1 Letter face-up on each of the spaces on the board **except for the blue spaces**.
2. Each player chooses a color and takes the Fighter and Block tokens of that color.
3. Each player draws 5 Letters from the bag to form their hand. Letters in a player's hand may be placed on a Letter Rack for their convenience.
4. Choose a player to go first.
5. In turn order (clockwise from the first player), each player places their Fighter on any unoccupied blue space on the board with the dark side face-up.
6. In reverse turn order (starting with the last player), each player **may** place their Block on any space adjacent to their Fighter that does not already have a Block. If they do, they remove the Letter that was on that space and return it to the bag.

Play now begins, starting with the first player.



Example: 3 Player Setup

Gameplay

In Spelling Brawl, players take turns in turn order, continuing until a player cannot move or is forced off the board. On your turn, you carry out the following steps in order:

1. Prepare

- Remove your Block from the board.
- You may play Letters on empty spaces.

2. Move and Attack

- Declare a word and spell it aloud.
- Move your Fighter to spell the declared word.
- Perform attacks as you move
- Gain Letters depending on how far you moved and whether you performed any attacks

3. Defend

- You may place your Block on an adjacent space

These steps will be handled in detail on the following pages.

Word Legality

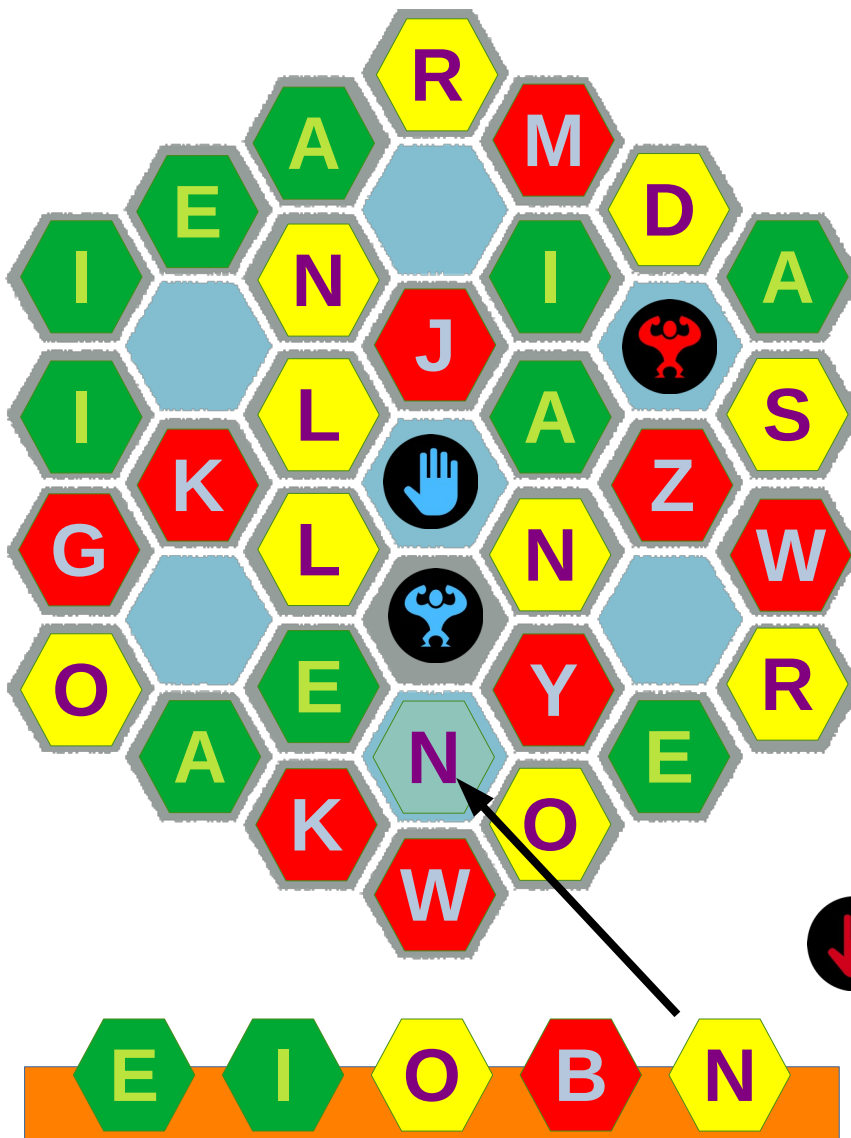
If you suspect that another player has spelled an illegal word, you may consult the dictionary to determine whether it is legal. If it is not, that player must spell a different word instead (but there is otherwise no penalty)

1. Prepare

At the start of your turn, remove your Block from the board.

You may play any number of Letters from your hand to the board. Each Letter may only be placed on a space that does not already have a Letter, Fighter, or Block.

Note: Each Letter that you play in this step **must be used as part of your word** in step 2.



The Red Fighter places an “N” from her hand in the open space next to the Blue Fighter.

Can you see the word she intends to spell?

2. Move

Declare a word and spell it aloud. **The word must be at least 3 Letters long and cannot be a proper noun.** If you cannot spell a word, the game immediately ends. (see “Ending the Game”)

Move from space to adjacent space to spell the word using Letters on the board. You may visit the same space multiple times but not without visiting another space first. In the course of moving, you may perform attacks against your opponent. (see next page) When you finish moving, remove the Letter on which you ended your move from the board.



The Red Fighter declares that her word is “A-N-Y-O-N-E” and moves to spell it.

In the course of her movement, she executes 2 Clothesline attacks against the Blue Fighter (N-Y and N-E) and returns two of his letters at random to the bag.

She removes the E at the end of the word from the board and returns it to the bag.

Performing Attacks

While moving, you may perform Attacks against other Fighters. Attacks are always optional and require moving in specific patterns relative to the target. **You cannot execute an attack that would prevent you from spelling the word that you declared** (for example, by pushing another Fighter onto a space containing a Letter that you need).

Attacks deal damage to other Fighters. **For each point of damage that you deal to a Fighter, take 1 Letter at random from their hand and return it to the bag.**

Some Attacks can move other Fighters. When a Fighter is moved by an attack to a space with a Block or Letter, **remove that Block or Letter from the board.** (if it is a Letter, return it to the bag) Also, when a Fighter is moved, remove their Block from the board.

If a Fighter is moved off the board by an Attack, the game immediately ends. (see **“Ending the Game”**)

Attacks can be performed at any point during your movement and there is no limit to the number of attacks you can make during your movement.

There are three types of Attacks:

The Clothesline

Deal 1 damage when moving alongside a Fighter

The Body Slam

Deal 2 damage and push a Fighter when moving toward them

The Suplex

Deal 2 damage and throw a Fighter when moving away

These are described in detail on the following page.

The Clothesline

When you move between two spaces that are both adjacent to the same Fighter, you may Attack to deal 1 damage to that Fighter. This does not move the targeted Fighter.



The Body Slam

When you move **directly** toward another Fighter to an adjacent space, you may Attack to deal 2 damage to that Fighter. In addition, move that Fighter 1 space directly away from you unless there is a Fighter occupying the destination space.



The Suplex

When you move **directly** away from another Fighter from an adjacent space, you may Attack to move that Fighter to the opposite side of your Fighter. If you do, deal 2 damage to that Fighter.



After you finish moving, draw Letters from the bag according to the length of your word on the Momentum Track. **If you performed at least 1 attack, draw an extra Letter.**

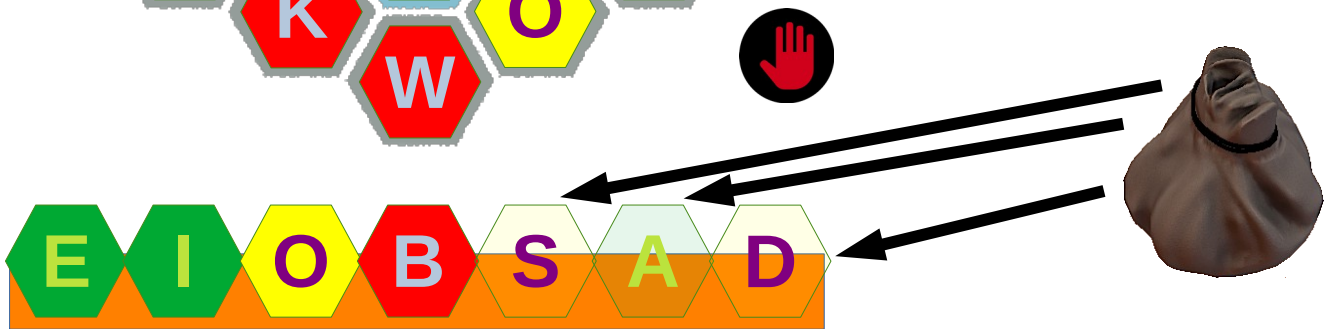
You cannot have more than 7 Letters in your hand. If you would draw up to more than 7 Letters, instead draw up to 7.

Word Length	Letters to Draw
3 - 4	1
5 - 6	2
7+	3
Attack Bonus	+1



The Red Fighter spelled a 6-letter word (ANYONE) and performed at least 1 Attack.

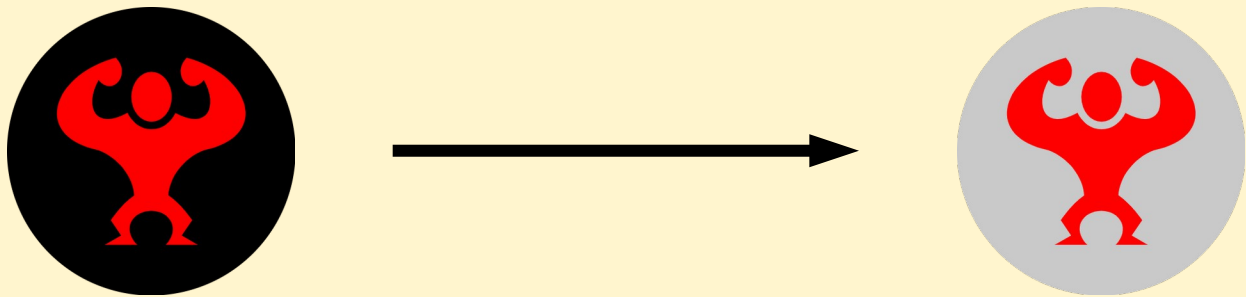
Therefore, according to the Momentum Track, she draws 2 Letters from the bag, plus a bonus Letter for attacking.



Second Wind

Once per game, you may return the Letters in your hand to the bag and then draw one Letter for each Letter you returned. In addition, draw an extra Letter from the bag.

You may use your Second Wind at any time during your turn by flipping your Fighter to the grayed-out side.

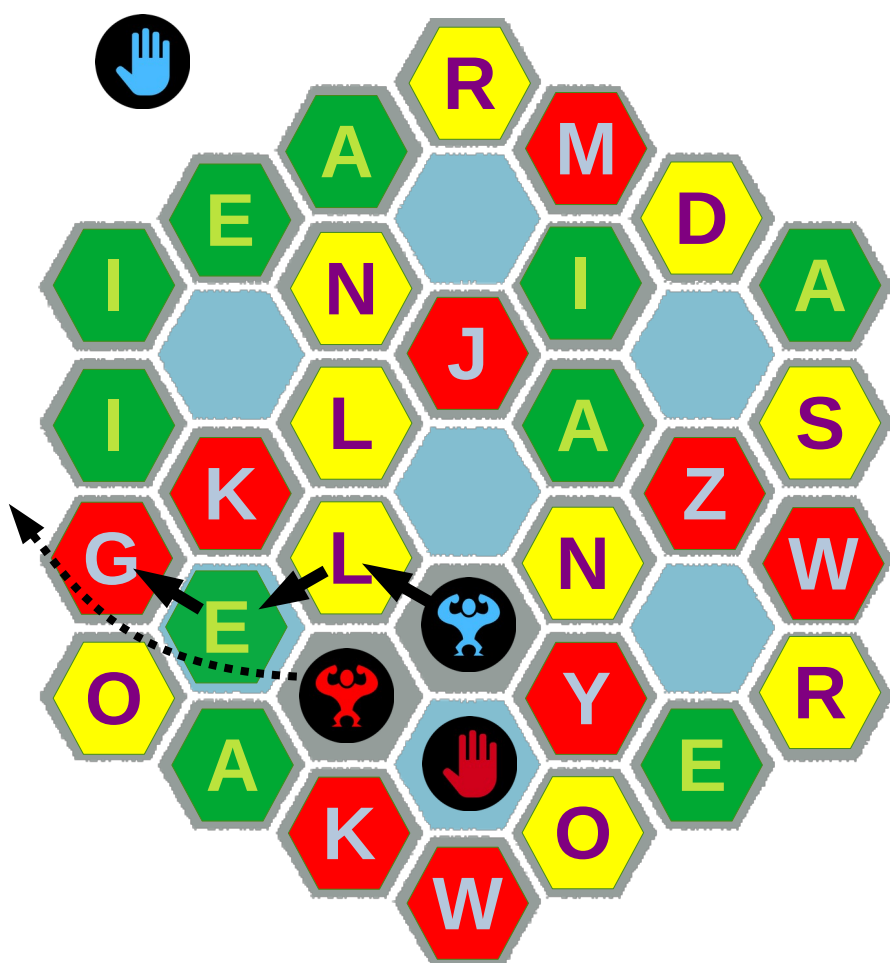


Ending the Game

Your Rival is the Fighter that takes their turn after you in turn order (in a 2-player game each Fighter is the other Fighter's Rival).

If your Rival cannot make a move during their turn then **the game immediately ends and you win.** (this is called a "Victory by Pinning")

If your Rival is pushed or thrown off the board by an attack, then **the game immediately ends and you win.** (this is called a "Victory by Ring-Out")



The Blue Fighter had an "E" in his hand. He spells "LEG" and Suplexes the Red Fighter off the board, immediately winning the game.

Quick Reference

Objective:

Your rival is the player following you in turn order (clockwise).

You win if:

- Your rival is pushed or thrown off the board by an attack
- Your rival cannot spell a word during their turn

Turn Structure:

On your turn, perform the following steps:

- 1) Remove your block from the board
- 2) Play letters from your hand to the board (optional)
- 3) Move by spelling a word; perform attacks as you move
- 4) Draw new letters according to the momentum track (hand limit 7)
- 5) Place your block token on an adjacent space (optional)

Additionally, once per game you may flip your Fighter to replace your hand and draw 1 additional Letter. (Second Wind)

Attack Summary:

Clothesline:

Move between 2 spaces that are both adjacent to target. Deal 1 damage.

Body Slam:

Move directly toward target.
Deal 2 damage and push target.

Suplex:

Move directly away from target.
Deal 2 damage and throw target.

Momentum Track

Word Length	Letters to Draw
3 - 4	1
5 - 6	2
7+	3
Attack Bonus	+1