

Welcome Adventurers! You are about to embark on an amazing journey where the 19th century world is your classroom. Three Head Teachers have gathered their Assistants to challenge you and your friends to spell words. Learn how to work together and you just might have a chance to succeed!

Game Overview: Each Adventurer starts with 7 letter tiles to spell words. Adventurers work together to spell words and score enough points to achieve the Assistant Teacher’s target point total. If the Party’s total points are less than required, Adventurers will have fewer tiles available in each round, making play more difficult. If Adventurers rise to each challenge and earn enough points, they win Treasure to aid in their journey. In the final Head Teacher challenge, keep building words to grow the Party’s score. Reach the goal and you all win! Run out of tile slots, and the only word left for your Party is F-A-I-L. (But don’t worry that’s just a First Attempt In Learning! So keep trying!)

Game Setup

- 1. Choose your Character Board with your unique special ability. Power up your character by placing 3 Ability Gems on the 3 Ability Spaces. Each Adventurer starts with 7 open tile slots, ready to build words!
- 2. Determine which Region you will play. To identify the cards for each region, use the Region Icon on the cards (Top right front and back of card). Regions vary in difficulty. We recommend starting a game with the Baletre Tree (Region 1), then heading to the River Delta (Region 2), and finishing in the Mountain Range (Region 3). Card setup for each region:

Region Name (#)	Baletre Tree (1)	River Delta (2)	Mountain Range (3)
Region Icon			
Head Teacher Name	Gurong Kapre	Cô Giáo Orca	Kitsune Sensei
# of Assistant Teacher Cards	3	4	5
# of Treasure Cards/Adventurer	0	1	2

- 3. Place the Head Teacher Board face down for the selected region in the center of the table.
- 4. Shuffle the Assistant Teacher cards for the selected region and place deck face down over the Head Teacher Board.
- 5. Shuffle Treasure Deck and place face down next to the Head Teacher. Distribute Treasure Cards to players if playing Region 2 or 3. These can be face up.
- 6. Select the challenge level (Easy/Medium/Hard) that you will play in the game. This will determine the target Challenge Value (♥️) used during play. *In general, Easy is recommended for 2 Adventurers and Hard is recommended for 4 Adventurers.*



- 4 Adventurer Boards
- 3 Head Teacher Boards
- 12 Assistant Teacher Cards
- 24 Treasure Cards
- 28 Cracked Tile Counters
- 12 Ability Gems
- 128 Letter Tiles
- Tile Bag
- Instruction Manual

How to Play

- 1. **Choose the First Adventurer:** Everyone draws 1 tile from the bag. Highest number goes first! Tie? The tied Adventurers draw again until there’s a winner. Return all tiles to the bag.
- 2. **Draw Tiles:** Each Adventurer draws **7 letter tiles** (or up to the number of open tile slots). No vowels or no consonants? Discard all of your tiles and draw a fresh 7.
- 3. **Reveal an Assistant Teacher:** An Adventurer starts the turn by revealing the top card of the **Assistant Teacher Deck**. Does the Teacher have a special ability? Resolve now if needed, or at the end of turn. Then check the **Challenge Value** (♥️: Easy/Medium/Hard) at the bottom of the card for the score you need to achieve.
- 4. **Build Words Together!** Everyone spells **at the same time** using their letter tiles. Your goal: meet or exceed the Challenge Value by adding up everyone’s word points. Each Adventurer must spell at least **one** word using at least **one** letter (and up to their available tiles).
- 5. **Trading:** Once per turn, any Adventurer may trade **one tile** with **one** other Adventurer. After a trade, those two Adventurers are done trading for that turn.
- 6. **Abilities and Treasure Cards:**
 - A. Special Abilities help the whole Party.
 - B. Treasure Cards only apply to the Adventurer who plays them.
 - C. To activate an Adventurer’s Ability, discard 2 letter tiles+1 Ability Gem. Those tiles go back in the bag and can’t be used for words this turn.
 - D. You may use Abilities multiple times per turn if you can pay the cost each time.
 - E. You may play multiple Treasure Cards, and their effects stack.
 - F. If you heal Cracked Tile Slots, immediately draw back up to your new number of open tile slots.
- 7. **Tally the Party’s Total Word Score:** Add up the point values of **all tiles used to spell words** this turn. Don’t forget to include any effects from Assistant Teachers, activated Adventurer Abilities, and played Treasure Cards. **Bonus!** If any Adventurer spells a word with 7 or more letters, each Adventurer draws 1 bonus Treasure Card at the end of the turn.
- 8. **Resolve the Challenge**
 - A. **Challenge Met! (Total Word Score ≥ Challenge Value):**
 - I. Discard the Assistant Teacher card and any played Treasure Cards.
 - II. Return played letter tiles to the tile bag.
 - III. Each Adventurer keeps their unplayed letter tiles.
 - IV. If the score also meets or exceeds the Treasure Value (💰), each Adventurer draws 1 Treasure Card as a reward.
 - V. Turn ends. Return to Step 2.
 - B. **Adventurers Stumped! (Total Word Score < Challenge Value):**
 - I. The Adventurer who flipped the Assistant Teacher card or Party receives **Cracked Tile Counters** based on the Cracked Tile Target and Value (🔴) on the Assistant Teacher card (bottom right).
 - II. Place red Cracked Tile Counters over the indicated number of tile slots.
 - III. Discard the Assistant Teacher card, any played Treasure Cards, and **all Adventurers must discard all of their letter tiles**.
 - IV. If an Adventurer’s tile slots are reduced to zero, they cannot play until tile slots have been healed.
 - V. Turn ends. **Note: A Special Ability (Shield) can prevent Stumped effects.** Return to Step 2.
- 9. Once Adventurers have attempted each Assistant Teacher’s challenge (whether successful or stumped), proceed to the Head Teacher Challenge.

Head Teacher Challenge

- 1. Instead of a single turn to defeat the Teacher, Adventurers total their score over several turns to reach the Challenge Value.
- 2. If the Total Word Score played in one turn is less than the Challenge Value, the Adventurers are Stumped! They receive Cracked Tile Counters as indicated by the Cracked Tile Value on the Head Teacher card and discard all letter tiles.
- 3. Subtract the Party’s Total Word Score from the Challenge Value—this is the new Challenge Value for the next turn.
- 4. The challenge continues until the Party meets the Head Teacher Challenge Value, or can no longer play words and is defeated.

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How to Play (cont'd)

Winning the Game

1. Once a Head Teacher's Challenge Value is met or exceeded, Ability Gems are reset to 3, all Cracked Tile Slots are removed, and everyone is rewarded with one Treasure Card for the Balet Tree Region or two Treasure Cards for the River Delta Region. Adventurers respectfully thank the Teachers of that Region and graduate to the next Region.
2. Once you have completed all Regions, you are expert WordWeaver Adventurers!

Component Descriptions

Adventurer Boards: Each Character Adventurer Board has an Ability, 3 Ability Gem spaces, and 7 Tile Slots.

1. **Ability:** Each character has a unique special ability! To activate it, discard 2 letter tiles+1 Ability Gem. You can use abilities anytime—and even more than once per turn—as long as you can pay the cost each time.
2. **Ability Gems:** Adventurers start with 3 Ability Gems placed over the 3 Ability Gem spaces. Once all Ability Gems are used an Adventurer cannot activate their unique ability.
3. **Tile Slots:** Each character has a set number of tile slots, indicating the number of tiles that they can draw each round. Adventurers start with 7 tile slots to draw up to 7 tiles.
 - A. When an Adventurer receives a Cracked Tile Slot during play, place a Cracked Tile marker over a Tile Slot. A blocked slot cannot receive a letter. *Example: Adventurer receives two Cracked Tile Slots from an Assistant Teacher. Adventurer places two Cracked Tile markers over two tile slots, reducing the number of available tile slots from 7 to 5. At the beginning of the next turn, the Adventurer can only draw up to 5 tiles.*
 - B. If the number of available tile slots is reduced to zero, the Adventurer cannot play until a Cracked Tile Slot is healed.

Ability Descriptions:

1. **Extra Tile** (Honnomushi): Each player can draw an extra tile from the tile bag.
2. **Shield** (Yaderu): Protects party from all effects of Stumping (if party doesn't meet challenge, no one receives a Cracked Tile Slot and you keep unused tiles).
3. **Amplify** (Fulminate): Each player picks one of their letter tiles to double in value. This stacks with Treasure Card effects.
4. **Heal** (Babaylan): Each player can remove a Cracked Tile Slot and immediately draw a new tile.



Assistant Teacher Cards: Each Assistant Teacher card has a Region Icon, Challenge Values, Treasure Values, a Cracked Tile Slot Value, and a Cracked Tile Target.

1. **Region Icon:** This indicates the Region of this Assistant Teacher.
2. **Challenge Values:** The Challenge Value is the point value needed to succeed in this turn. There are 3 values listed in order of difficulty, from left to right – Easy / Medium / Hard. Groups select level of difficulty prior to game start. The Party's Total Word Score needs to be equal or higher than the Challenge Value to defeat the Teacher. *Example: When playing a Hard game, Adventurers will have to spell words with a total score equal to or higher than 31.*

3. **Treasure Value:** The Treasure Value is the point value to earn Treasure Cards. The Party's Total Word Score needs to be equal or higher than the Treasure Value (Easy / Medium / Hard) to earn Treasure Cards. Every Adventurer earns a Treasure Card if the Treasure Value is met or exceeded.

4. **Cracked Tile Slot Value:** The number of Cracked Tile Slots displayed indicates the amount given if the Adventurers are stumped.

5. **Cracked Tile Target:** If only 1 Adventurer symbol is displayed, the Assistant Teacher will give Cracked Tile Slots only to the Adventurer who played the Assistant Teacher card. If 4 Adventurer symbols are displayed, all Adventurers are given Cracked Tile Slots.

6. **Ability:** Some Assistant Teachers have an Ability listed on their card. The card will indicate if the ability is to be triggered at the beginning, during, or end of a turn. *Example: The Turtle Diplomat's ability is present throughout the turn.*



Treasure Cards: Treasure Cards are single-use cards that grant different bonuses or special abilities. Each Treasure Card has a name and description.

1. **Name**
2. **Description**

Notes:

- A. Treasure Cards cannot be traded. Their effects apply only to the Adventurer who holds them.
- B. Treasure Cards can be played at any time. Treasure Cards can also stack in value. Example: Double letter points can be applied so an 8-point tile can be doubled twice to reach 32. points (8x2=16; 16x2=32).



Head Teacher Boards: Head Teacher Boards have a Region Icon, Ability, Challenge Values, a Cracked Tile Value, and a Cracked Tile Target similar to Assistant Teacher cards.

1. **Region Icon:** This indicates the Region.
2. **Ability:** All Head Teachers have an Ability AND a Weakness. When scoring words, don't forget to take the Head Teacher Ability and Weakness into account.
3. **Challenge Values:** The Challenge Value is the point value needed to defeat the Head Teacher. Since the Head Teacher challenge is considerably more difficult than the Assistant Teachers' challenges, Adventurers have multiple turns to reach the Challenge Value. With each turn, the Challenge Value needed to defeat the Head Teacher decreases with the summed words score.
4. **Cracked Tile Slot Value:** The number of Cracked Tile Slots displayed indicates the amount given if the Adventurers are stumped at the end of each turn.



Variations

Early Spellers: When playing with early spellers, have them spell as many words as they can with their tiles and sum up their points across all of their words.

Two-Headed Giant: If there are only two players, have each one select two Adventurers to play! You get the benefit of having all 4 Adventurers with only two players.

Call it: For the Honnomushi's Special Ability, have the player predict what tile they are going to draw before drawing. If they successfully call the letter, they can draw another tile!

Marathon: For a real challenge, try shuffling all of the Assistant Teacher Cards into a single deck and shuffling the three Head Teacher Boards together. After facing all of the Assistant Teachers, you can take on all of the Head Teachers!

Limited Trades: Before starting the game, deal one Exchange Tile Treasure Card to each player. If there are any remaining, shuffle them into the Treasure Deck. Trades can only be done by using a Treasure Card.

Credits & Acknowledgements

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