

Training Manual



Intermediate Level





INTRODUCTION

This document serves as a training manual for Words Arena and is not the" full rulebook. In this intermediate level, you will build on what you learned in the entry level while introducing additional rules and features. This section introduces the Chance Cards tool, explaining their rules, control, and strategic utilization to enhance game play. Additionally, a new feature, Q Coins, is introduced

These rules are highlighted in the pages below .

For the Advance level (full experience) of Words Arena, refer to the original rulebook, which expands on what you have learned so far by introducing the bonus system, timer option, and the impact of Q Coins after the game .ends

⚠ Important: The complete experience of Words Arena can only be fully appreciated by playing the game with the full rulebook. This training manual is designed to help you learn, but it does not represent the full depth and excitement of the game. Do not judge the game

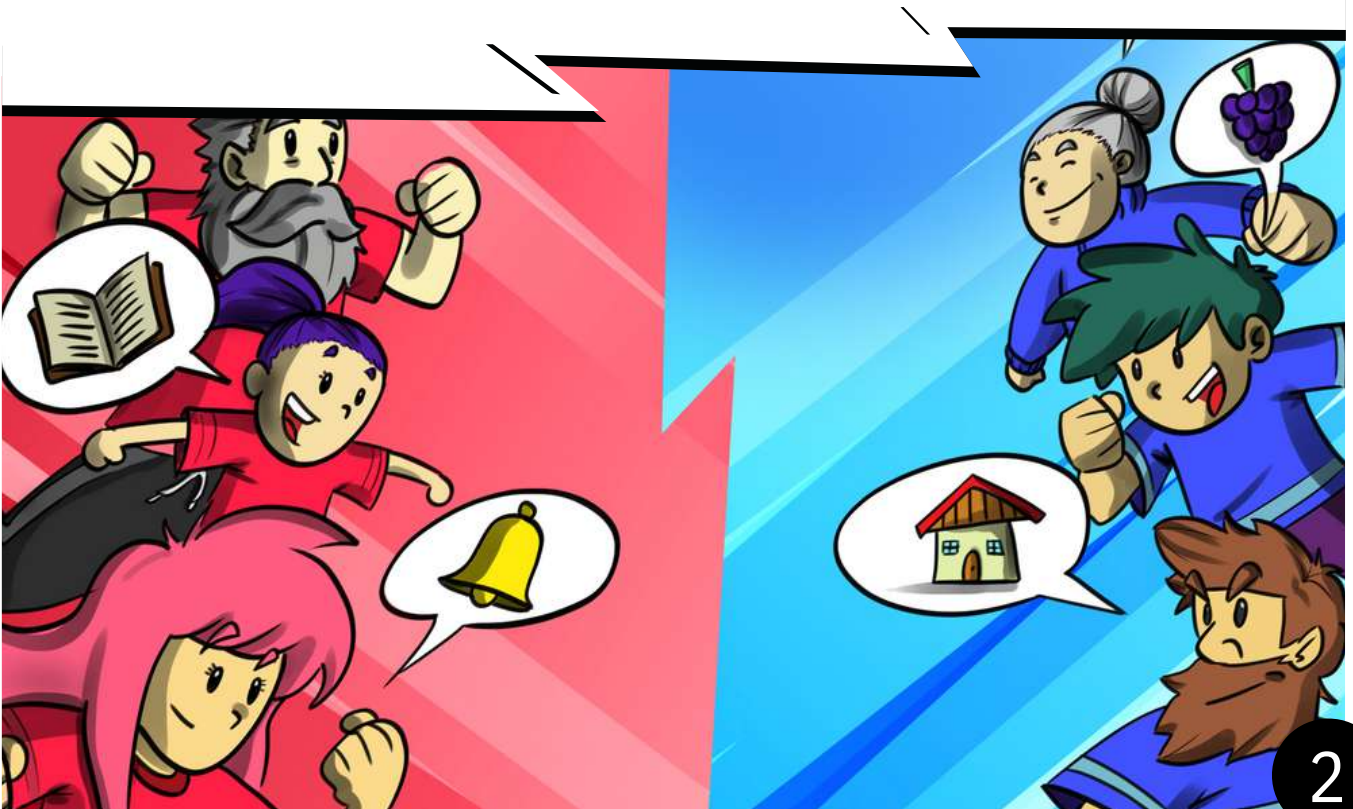
OBJECT OF THE GAME

Players should try to guess as many letters as possible from their seven selected word cards to advance faster than their opponent and win.



NUMBER OF PLAYERS

- Two players
- Two teams, each character will represent a team and the team can discuss and talk to each other. However, they need to select one leader for the final decision in their turn.





BOARD DESCRIPTION

Word Arena Track:
Colored square spaces where the players will move on

Chances Locations:
Adjustable tiles are placed on the board allow player to collect chances cards

Command locations:
Fixed spaces in the board allows player to control the location of chances tiles



Challenge Grid:
White editable square spaces in the middle of the board where players can write/erase. Each player in the challenge grid is eligible for guessing 7 words as follow:

- One 7-letter word
- One 6-letter word
- Two 5-letter words
- Two 4-letter words
- One 3-letter word

Start/End Position



WORDS CARDS DESCRIPTION

Number of Letters Classification:

In the kitchen

WHISKER

Number of 7
letter word cards: 49

Food

TOMATO

Number of 6
letter word cards: 57

Animals

ZEBRA

Number of 5
letter word cards: 77

Countries

PERU

Number of 4
letter word cards: 52

At School

PEN

Number of 3
letter word cards: 35



Categories Classification

The cards are also classified as per the following categories:

- **Countries:** This category covers different countries from around the world.
- **Food:** This category covers different edible items, excluding drinks, such as a variety of dishes, cuisines, sweets, fruits, vegetables, and more.
- **Animals:** This category covers different types of animals, including but not limited to insects, sea creatures, wildlife, domestic animals, birds, and more.
- **In the kitchen:** This category covers a diverse range of kitchen appliances and tools, including both electric and non-electric variants.
- **At School:** This category includes all terms associated with school and educational life, comprising activities, actions, names of locations, tools, and more.





GAME SETUP

- Open the box and place the board in the center of the table.
- Each player chooses a character and places it at the starting position.
- Each player picks a pen (red or blue); a common black pen is placed in the middle.
- Each player receives 21 Q coins.
- Shuffle the Word cards by letter count (7-letter, 6-letter, etc.) and stack them with the number of letters visible on top.
- Shuffle the Chance cards and place the pile next to the board.
- Shuffle the Starting cards, draw one, and arrange the Chance tiles on the board as shown in the illustration.





- The game includes a "Cloudy Words" page, which provides context for the possible words used in the game. The categories and their definitions are listed below the "Cloudy Words". Players have the option to read these categories and spend up to 3 minutes reviewing the "Cloudy Words" before starting the game, to familiarize themselves with the context. This step is optional and can be decided upon by the players.

GAMEPLAY DESCRIPTION



Starting the Game

- **Determining the Starting Player:** Players can decide who goes first through mutual agreement or by randomly drawing colored characters. For example, Player A chooses red, and Player B chooses blue. They can randomly draw a character to determine the starting player.
- **Compensation for the Second Player:** The player going second receives a chance card at the beginning of the game as compensation. If the first drawn chance card is negative, the player can draw another and shuffle the chance cards until they get a positive compensation card.



Letters Type and Colors

- **Black letter:** These are neutral and do not provide any steps forward for players. They assist the player in guessing the word during their turn, but they reduce the number of steps the player can move.
- **Red letter:** Each Red Letter gives an additional step forward for the Red player.
- **Blue letter:** Each Blue Letter gives an additional step forward for the Blue player.

Word Card Selection

- **Choosing Word Cards:** Each player selects a Words card based on the available empty spaces in the challenge grid. For example, if a player has not used the 3-letter space in the challenge grid, they can choose a 3-letter card for their turn. However, since there is only one 3-letter space in the challenge grid, they cannot select another 3-letter card in their next turn.



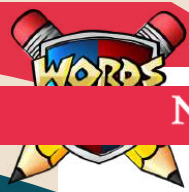


Card Collection

- **Card Collection:** The opponent collects the player's selected word card and reveals its category only (e.g., Countries, Animals), not its content, to the player.
- **Hint Placement:** The opponent places a neutral (black) letter on the board as a hint of their choice.

Word Guessing Phase

- **Initiating Word Guessing:** Players start guessing words.
- **In the Guessing Phase:** Players have the following optional actions;
 - a. **Requesting New Hints:** Players can ask for additional neutral letters at any time during their turn, which the opponent will add as requested.



Notes:

- If the newly drawn card is from the same category as the previous one, the player can request another free replacement unless the new card belongs to a different category. Discarded cards are removed from the game.
- Place spent Q coins in a designated pile next to the board.
- If the opponent is unable to answer a question, they may use external sources such as the game's manual, books, or the internet. Failing to answer for any reason, results in an additional question for the player without spending Q coins. If the provided answer is incorrect and misleads the player, the used word card is canceled, a new card is used, and the opponent incurs a penalty of losing 2 Q coins.
- Questions should focus on the characteristics of the item and should not directly reference the item itself, such as its name or the specific letter in question.
- If a player asks any question that does not adhere to the rules above, and the opponent answers for any reason, it will be considered a free question, so players should exercise caution.

b Utilizing Q Coins:

- **Yes/No Questions:** Spend 1 Q coin to ask a Yes/No question, and the opponent must provide an answer.
- **Identity Questions:** Spend 2 Q coins to ask identity questions about characteristics like shape, size, color, etc.





c. Guessing and Adding Letters: Players can guess and add letters in their color. Correct guesses earn them one step, while the opponent validates or adds letters in their color for wrong guesses.

Notes:

- Players write or erase the letters in the challenge grid as part of the guessing phase.
- Spelling mistakes are considered incorrect reveals.





Scoring and Movement

- **Scoring Calculation:** Once a player completes a word, they calculate their score by counting the letters in their color. They also deduct any opponent's letters if exist.
- **Hint Placement:** Based on the score calculation, the player then adjusts their position on the board using the following rules:
 - If the net score is positive, the player has the option to advance forward by the total resultant number of steps. They can choose not to move the full number of steps if desired.

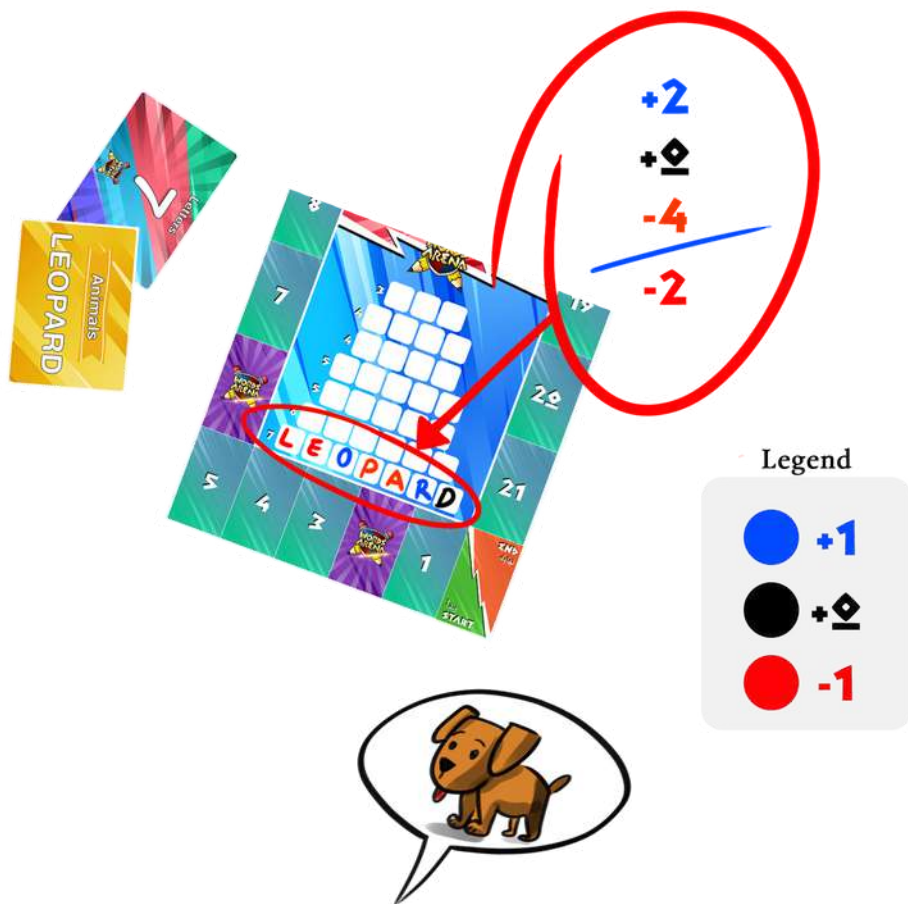
For example : Blue Player guessed the (Leopard word) as the example below, so he will move forward by 2 steps





- If the net score is negative, the player must move backward by the resultant number of steps. If the player's position reaches the starting point during this backward movement, the opponent can advance forward based on their unused colored letters, if any.

For example : Blue Player guessed the (Leopard word) as the example below, so he will move backward 2 steps



- **Chance Card Acquisition:** During their turn while navigating the board, if a player lands on a chance tile, the tile is removed from the game. They have the option to claim a chance card and must follow the instructions written on the card only if they choose to claim the card. Once used, these cards should be placed in a discard pile next to the player for reference at the end of the game.



- **Command location Action:** While navigating the board, the player landing on a command space gains the options to reposition a chance tile anywhere on the game board. This includes moving it forward or backward by any number of steps, provided it moves to a space that is free from any tile or character.





During the game, players can use their skills to interpret their opponent's body language or facial expressions, which is considered a valid game technique. Once letters are physically placed on the challenge grid, decisions become final and cannot be reversed. However, players are free to change their minds and discuss their thoughts aloud before making their final letter placements on the challenge grid.

WINNING THE GAME

The game concludes under either of the following conditions:

- A player reaches the final position on the board or;
- The challenge grid is filled with words

The player who has advanced the farthest on the board is declared the winner. In case of a tie, the player who has played the fewest number of chance cards is declared the winner. If the tie still persists after considering chance cards, the game is declared a draw.



GAME CREDITS

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WORDS ARENA

WORD GUESSING ADVENTURES!

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