

WORD WIDE DELIVERY

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Word Wide Delivery is a tabletop word game where you use ships to collect and transport a cargo of letters to sell as words. Up to nine players compete to load their ocean-going ships with letters matching a manifest of words and deliver them to their ports.



GOAL:

Be the first person to exceed a target score by collecting letters and delivering sufficient words to your port.



Components: Six laser cut game boards (with connectors), 190 letter tiles, nine ship tokens, nine port tiles, two dice and 20 manifests. Additional manifests can be printed as needed for free at www.WordWideDelivery.com.

QUICK START:

Connect the boards, randomly place port tokens and fill all empty spaces with letters. Place ships at ports. Give each player a manifest. Roll dice, move ships, collect letters to match words on manifests. Deliver ships to port to collect points.

SETUP:

- Agree upon a target score, for example 100 points
- Assign a scorekeeper
- Connect the game boards in any suitable configuration
- Randomly place one port tile per player anywhere on the board in single holes
- Shuffle the letter tiles and place them in all the holes, leaving the remaining tiles in the bag/box for use later
- Shuffle the ship tokens and give one to each player
- Each player places their ship in their respective port
- Give each player one manifest card.

MANIFESTS:

Each manifest card contains eight random words and their point values. These words represent customer orders. Ships collect the letters needed to fulfill the words.

Optionally play with one manifest for all players for a more challenging game.

CARGO MANIFEST

Travel the seas from island to island, collecting letters to complete these words for their indicated points:

CRANBERRY (23)
CUBIC (12)
DOORMAN (13)
JACK (13)
MAID (8)
ONION (7)
TAX (7)
TOYS (13)

*Collect as many letters as possible then return to your numbered port to redeem completed words for a possible maximum of **96** points. Obtain a new manifest upon completion to continue the game.*

GAME PLAY:

On each turn, a player will:

- Roll both dice
- Move their ship the number of spaces rolled, moving only along the coloured hexagons
- Collect any adjacent letters as needed by their manifest (avoid collecting those not required), organizing them near their manifest
- If doubles are rolled, roll and move again
- Organize any collected letters in any suitable manner to help with matching the manifest

Collected letters being organized into words:



- If moving into port, follow the port rules below.

PORT RULES:

To collect points at any time, a ship must return to its port and “unload” its cargo of completed words. Unloading involves taking the collected letters and forming words that match those from the manifest. Letters must exactly match the words from the manifest. A player can replace the manifest at anytime, keeping any unused letters.

SCORING:

The scorekeeper will add up the points from all letters collected and adjust a player’s score.

ENDING THE GAME:

The first person to reach or exceed the target score is the winner. However, deduct the point values of all individual letters still being collected to reach final scores.

TILE REPLENISHMENT RULES:

You may replenish ten or more missing tiles from the draw pile on any of these conditions:

- Less than 20 letter tiles are available
- When doubles are rolled

- Occasionally anytime all players agree.



SPECIAL RULES:

1. If someone rolls 11 followed by 66 (or 66-11) then a hurricane hits and all ships are sunk, losing all cargoes not previously unloaded in port. New manifest cards are given out and new replacement ships are placed in their ports.
2. Do not collect letters you do not need: those that are not on your manifest or cannot form part of a word.

STRATEGY:

- You may want to go to port often to unload your words and score them.
- Try to position your ship where many letter tiles will be adjacent to the ship.

