Loony Lingo!

The wacky word game!

Whimsical words! Loose logic! Silly spelling!

WELCOME TO LOONY LINGO!

Loony Lingo is an hysterical "digital expansion pack" that electrifies any physical word-building game!

Loony Lingo is guaranteed to make you **LARF TIL YOO BARF**!

The Loony Lingo digital "bonus point theme card generator" makes things even wackier.

What could you play if your theme card were **OBSESSION**?

How about **TWEETBIX** - the **BREAKFAST CEREAL** addicted to **SOCIAL MEDIA**!

Read on to find out how to play!

SECTION 1. GAME MATERIALS

- A mobile phone for each player (if you want to play with theme cards).

- A physical word-building game set.

- If your game set includes an "official board", you are playing in "official mode".

- The grid on the board in "official mode" is considered "even" if both the number of rows and columns are even numbers, such as an 8 x 8 grid.

- The grid on the board in "official mode" is considered "odd" if both the number of rows and columns are odd numbers, such as a 15 x 15 grid.

- If your game set does not include a board at all, you can easily improvise. For example, use a board from another game, a large chopping board, a large book, or anything similar. As long as you can easily rotate your "improv board", you can play Loony Lingo! Playing with an "improv board" is termed playing in "improv mode".

SECTION 2. SETTING UP A GAME

- On their mobile phone, each player goes to the rules page of the Loony Lingo website (https://loonylingo.com/rules) and presses the "Generate Theme" button at the top of that page to generate their first "theme card".

- To decide who goes first, each player draws a tile from the letter tile bag that comes with the game set being used. The player with the letter closest to **Z** goes first. If there is a tie, draw additional tiles until a winner emerges. Put the drawn tiles back in the tile bag.

- Finally, each player randomly draws 7 letter tiles from the tile bag and:

  (a) Arranges them on a tile rack if using a game set that provides these.

  (b) Places them in front of them on the playing space if no tile racks are provided.

SECTION 3. THE AIM OF THE GAME

The goal is to create high-scoring "plays", by forming words on the game board, using letter tiles. To do this, you combine tiles to create words vertically or horizontally; diagonal formations are not allowed.

Plays can be:

- Regular words.

- Proper nouns (names of individuals, places, or organisations that start with a capital letter).

- Slang and colloquial language.

- Invented words that "ring true", like **GINFINITY** (a never-ending supply of gin), or **CHAPPLE** (a chapel made of apples).

- Descriptions, e.g., **FAST CHEETAH**.

- Phrases, e.g., **HELLO THERE**.

- Sentences, including truncations, e.g., **DOG BARK LOUD**.

- Phrases and sentences can be built over multiple turns.

You can use phonetic spellings (like **DRAGIN** for **DRAGON**).

You can use accents (like **EPPLE** for **APPLE** in a South African accent, **FUSH** for **FISH** in a New Zealand accent).

You can use words from any language; however, you can choose to limit the number of permitted languages, if you feel that multi-language speakers may gain an unfair advantage.

Almost any play flies, provided you convince at least **ONE** other player that it "rings true".

You can use the same word more than once throughout the game.

You can create the same word from an existing, truncated word. For example, it is legal to change **GROS** to **GROSS**.

SECTION 4. EVEN LOONY LINGO HAS ITS LIMITS!

- Do not exclude vowels, e.g., **CAULDRON** cannot be spelled as **CLDRN**.

- Do not use acronyms.

- Do not start plays with **A**, **AN**, or **I** (too easy!).

- Do not start plays with **THE**, or phonetic versions like **DA** or **THA** (also too easy!).

- Do not use redundant letters, e.g., **COOL** cannot be spelled as **COOOOOL**.

- Do not use a single letter for a whole word, e.g., spelling **YOU** as **U**.

- Do not use Roman numerals.

- Unless you are playing in "official mode", where traditional rules explicitly allow tile stacking, do not place one tile on top of another tile already placed on the board.

Uthawyze, bi az krazee az yoo lyke!

And remember, no one wants to play with nit pickers!

SECTION 5. WILDCARD TILES

In each turn, when adding tiles to the board, you are allowed to place **ONE** tile on the board upside down, meaning the blank side of the tile faces upwards, rather than the letter side.

"Flipping" a tile in this manner turns it into a "wildcard tile".

A wildcard tile can represent any letter. It is "dynamic".

* Note: For clarity, all the following play examples contain "true" spellings. Naturally, wacky spellings can be made in any play.

For instance, in the diagram below (where the ***** represents a wildcard tile) …

*	A	T	E
A			
G			
E			

… the horizontal play could be seen as, e.g., **DATE**, **GATE**, or **LATE**, while the vertical play could be seen as, e.g., **SAGE**, **WAGE**, or **PAGE**.
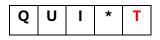
Just to be clear, wildcard tiles are "constantly dynamic", i.e., the letter they represent can vary across multiple turns.

For example, in the diagram below …

Q	U	I	*

… the play could be seen as, e.g., **QUIZ**, **QUIP** or **QUIT**.

In another turn, a player might, for instance, place a **T** after the wildcard, changing the wildcard tile into an **E**, forming the word **QUIET**:

Q	U	I	*	T

* Note: You **CANNOT** use a **WILDCARD TILE** if it is simply creating a "S-A-T-E plural", i.e., an "S-at-the-end plural", e.g., **SHIRTS**, **PANTS**, **SHOES**, etc.

You can, however, create a "S-A-T-E plural" if you use a letter tile that is actually printed with an **S** or **Z**, e.g., to create **SOCKS** or **SOCKZ**.

* Note: If you draw a "blank" tile, i.e., a tile with no letter printed on it, follow the same rules that apply to a "flipped" wildcard tile.

SECTION 6. TAKING THE FIRST TURN

The way the first turn is taken depends on the type of board you are playing with. To start the game in:

- "Official mode", on an "odd" board: The first player combines two or more tiles on the board, ensuring that one of these tiles lands either in a corner square, or the central square.

- "Official mode", on an "even" board: The first player combines two or more tiles on the board, ensuring that one of these tiles lands in a corner square.

- "Improv mode": The first player combines two or more tiles on the improvised board, placing them in the approximate centre of the board.

After completing your turn, draw the same number of tiles from the letter tile bag as you added to the board.

SECTION 7. TAKING SUBSEQUENT TURNS

Again, the way subsequent turns are taken depends on the type of board you are playing with. To take a subsequent turn in:

- "Official mode", on an "odd" board - you have three potential options:

  (1) Add tiles directly beside, above, or below existing tiles on the board.

  (2) Open up a new part of the board by adding two or more tiles to the board, with one of those tiles being placed on an unoccupied corner square.

  (3) Open up a new part of the board by adding two or more tiles to the board, with one of those tiles being placed on the central square, should the central square be unoccupied.

- "Official mode", on an "even" board – you have two potential options:

  (1) Add tiles directly beside, above, or below existing tiles on the board.

  (2) Open up a new part of the board by adding two or more tiles to the board, with one of those tiles being placed on an unoccupied corner square.

- "Improv mode":

  (1) The tiles you add to the board must always be "connected to the initial branch".

  (2) That is, tiles must always be placed directly beside, above, or below existing tiles on the board.

  (3) This is because, without a precise grid, "opening up new parts of the board" cannot be done in a "tidy" manner.

  (4) Finally, any tiles you add to the board must fit entirely within the boundaries of your improvised board.

You cannot form new plays in different parts of the board in one turn; the tiles you add must be in a single continuous line.

Alternatively, you can choose to pass your turn, or exchange tiles from the letter tile bag.

SECTION 8. WAYS TO MAKE PLAYS

After the initial play, there are three ways to make subsequent plays:

1. Add one or more tiles, to either the beginning or end of an existing play, or to both the beginning and end of an existing play. Here are two examples:

Example A. OAR morphs into **BOARD**:

	O	A	R	

B	O	A	R	D

Example B. M and **B** connect to the **O** in **HOW**, forming **MOB**:

	H	
	O	
	W	

	H	
M	O	B
	W	

2. Add one or more tiles, parallel to an existing play. When the adjacent tiles also form legal plays, it is allowed. For instance, placing **MOTOR** horizontally beneath **SAD** creates the vertical plays **SO**, **AT** and **DO**:

	S	A	D	

	S	A	D	
M	O	T	O	R

3. Connect parallel plays. In the example below, placing an **O** and a **P**, between the existing **H** and **E** on the board, forms **HOPE**:

H			E
U			V
G			E

H	O	P	E
U			V
G			E

SECTION 9. KEEPING SCORE

Firstly, disregard any numerical point values that may be on your letter tiles, as well as any bonus squares that may be on your board; these are irrelevant in the Loony Lingo scoring system.

Instead, your score in each turn is determined by combining your "tile score" and "theme score".

a) Tile Score

In Loony Lingo, you simply earn 1 point for every tile you add to the board during a turn.

For instance, if the play were **TROUBLE**, the tile score would be 7.

If, in a subsequent turn, a player simply added a **D**, to create **TROUBLED**, their tile score would be 1, as they only added one tile to the board.

The same rule applies even when multiple plays are made in a single turn. For instance, in the example below, adding an **F** to the board results in two plays: **FEEL** and **FOWL**...

	E	E	L
O			
W			
L			

F	E	E	L
O			
W			
L			

...however, adding the **F** tile to the board still only contributes 1 point to the tile score.

b) Theme Score

You get 3 bonus points for each "theme play" you make in a turn.

Making a theme play means making a play that relates to your theme card.

If your theme card is "Ego", for example, playing the word **BOAST** would count as a theme play.

An opportunity for a "multi-theme play" is shown below. If your bonus card were "Fear", you could create two theme plays in one turn. By placing a **G** on the board, you could form the words **GHOST** and **GRIM**:

	H	O	S	T
R				
I				
M				

G	H	O	S	T
R				
I				
M				

The turn above would result in 7 points overall, broken down into:

- 1 tile point for adding the **G** to the board.

- 3 bonus points for making the **GHOST** theme play.

- 3 bonus points for making the **GRIM** theme play.

* Note: It is **NOT** compulsory for every play you make to be a theme play.

The recipe for a perfect turn is:

- Add many tiles to the board.

- Create multiple plays that relate to your bonus theme.

SECTION 10. THEME CARDS - THE FULL STORY!

- You must generate a new theme card on your mobile phone after every turn, even if you did not make a theme play.

- If you are a novice player, please feel free to change your theme card if the generated theme bamboozles you. However, be sure to challenge yourself - you will be amazed by how quickly you become a theme play master!

- If you are playing with Loony Lingo novices, please feel free to lower the bonus points for theme plays to 1 or 2 points, to make the game fairer for inexperienced players.

SECTION 11. END OF THE GAME

The game concludes when either:

- **ALL** the tiles have been drawn, and one player has **NO** tiles left to play.

- All possible plays have been made.

- Every player, in succession, passes their turn twice in a row.

- When the game ends, each player reduces their total score by the number of unplayed tiles they have left.

The player with the highest final score at the end of this deduction wins the game.

Wot ah yoo wayting phor?

It's tyme tu plae Lewni Lyngo!