**INTRODUCTION:**
Tripoley™ Word is a family game for 2 to 4 players. Play consists of using letter tiles to form words and get chips in return.

**OBJECTIVE:**
A player wins by accumulating the most chips after 5 rounds of play. At any time during the game, if a player’s bank falls below 12 chips and they cannot ante-up, they are out of the game.

**COMPONENTS:**
- 100 letter tiles, each depicting a letter of the alphabet.
- 1 playing board, indented with 12 “pots”. The yellow pot is the pool, with 5 red pots for word lengths and 6 blue “pots” for bonus words.
- 4 letter trays.
- 200 chips.

**SET-UP:**
Each player receives 50 chips (their “bank”), and must first ante-up by placing one chip in each of the 12 pots on the playing board. Each player draws one tile from the bag. The player who draws the tile with the letter nearest the beginning of the alphabet goes first. (The blank supercedes all other letters). In the event of a tie, only these players draw again. Each player draws 10 tiles to start.

**HOW TO PLAY:**

**THE PLAY**
The first player makes a word consisting of 2 letters or more. The player spells out their word on the board, covering the START square. Chips are earned by winning those pots which apply to the word played. There are 5 pots for word lengths and 6 pots for bonus words. The word played should incorporate as many of those pots as possible.

After the first player completes their word, they win the chips in any applicable pot by taking them out and adding them to their bank. (If the player overlooks a winning pot, that pot remains intact, and can still be won in that round. Other players do not have to point out a winning pot.) At the end of their turn, the player draws one tile. The play continues crossword-style, as the second player builds his word off the first word—and wins any applicable pots. If they make multiple words on their turn, each word is considered for any applicable pots. They then draw a tile and play continues likewise from one player to the next.

**EXPLANATION OF THE POTS**
To win a word length pot, the player must be the first player in that round to make a word of 3, 4, 5, 6 or 7+ letters. To win a bonus word pot, the player must be the first person in that round to make a word which uses the QU, the ING, the JRX or Z, the BLANK or a consecutive DOUBLE LETTER.

**EXAMPLES:**
A. The word FARM would win the 4-LETTER WORD pot.
B. The word FARMING would win the 7-LETTER WORD and the ING pots.
C. The word QUICK would win the 5-LETTER WORD, the QU and the JRX or Z pots.
D. The word QUITTING would win the 7+ LETTER WORD, the QU, the DOUBLE LETTER and the ING pots.

DOUBLE LETTER pots are won for consecutive letters only. For example, BOOK, FIDDLE, or SPOTTING would win, but not BIB or SNACKS.
The ING pot is won only by words which employ the ING as a suffix. For example, SING would not win the pot, but SINGING would.

At any time in the game, if a player can duplicate any of the words on the board (including 2-letter words), that player wins the MATCH pot.