

Heartfelt Appreciation

Thanks to Jehovah for the insight, my family whose sacrifice enabled the completion of this 'mustard grain' project, my parents and Franklin for many years of support, BGGeeks who offered constructive criticisms and suggestions, Ajai, Odun and Tyler for their encouragements. I appreciated the sleepless nights devoted to this project by the team at Mustard Grain Projects LLC and to special friends Jerome and Jim for their 'nitpicking' that resulted in significant improvement of the game. Thanks also to those who play-tested and helped spread the word about this game. - Hythe

Project Development

Mustard Grain Projects LLC
P. O. Box 2653, Smyrna,
GA 30081-2653,
United States.

Game Concept/Design

I. Olatunde-Hythe

Artwork/Illustrations

David Forest & Lina Cossette

Rules Proofreading

Jim Becker, Mike Malley,

J. John, and TS S. Fulk.

DESIGNED IN USA. ASSEMBLED IN CHINA.

© 2013 Mustard Grain Projects LLC. All Rights Reserved



Mustard Grain Projects LLC.
P. O. Box 2653, Smyrna,
GA 30081-2653, United States
Email: info@tagonwords.com
Join us on Twitter: [tagonwords](https://twitter.com/tagonwords)
Web: www.TagOnWords.com



Rules & Instructions



Joueurs: 2 - 4
Age: 8 ans et plus
Durée: 50+ minutes



OBJECT OF THE GAME

To have fun, learn and to become the person with the most point for playing and tagging bible words.

1. BEFORE YOU GET STARTED >

Players should agree on a *Bible dictionary*, *Bible Concordance* or *Bible Research Guide* to be used as the game dictionary in case of a challenge. The game dictionary may be a hard copy print edition, online edition or mobile phone app. It may also be a searchable online *Bible* or its corresponding mobile phone app. Place all the tiles in the tile bag and mix them up. Draw nine (9) *letter* tiles to be accessible to all players during play, and display these letters *face-up* on the placeholder area of the game board (Section #4.1). Next, each player draws one (1) *letter* from the tile bag. The player with the *highest* point values on the lower side of his letter tiles plays first – these tiles must be returned to the bag. Each player then draws nine (9) new tiles and places them on their racks.



2. READY? PLAY!

Players take turns playing *Bible principal* words, characters, utterances, genealogies, lands or books which can be found in the game dictionary. The first player begins by combining two or more of his letter tiles to form a word and placing it on the game board to be read either across or down. One letter must be placed on the center square marked by the illustration depicting a *Bible reader*. A player's **word score doubles** if he uses the center square.

Players complete their turns by counting and recording their score for that turn in accordance with Section #5. At the end of their turns, players draw back up to nine (9) tiles, provided there are enough tiles left in the bag. Turn order proceeds clockwise.

3. RULES

3.1. PLAYING NEW WORD(S) – Only words found in the game dictionary are permitted, and each newly-placed word may be challenged (Section #4.5). The newly-placed word must either use one of the letters on the game board or/and add to an existing word. A player may choose to place a complete word parallel to an existing word so that adjacent letters also form complete words. Any player that uses all nine of her letter tiles in one turn receives a **bonus score of 100 points!**



3.2. TAGGING WORD – A player may play a word that has a direct scriptural connection to any existing word [known as tagged word] on the game board (Section #5.2). To tag on a word, a player needs to think in terms of **who** said any of

these words on the game board, **which** Bible book can one find these words, **where** was/is the place or location connected to these words, **how** is the word related to the Bible characters in play or **what** word was uttered by any of these Bible characters, and so on.

3.3. PLAYING WORD(S) BY REPLACING LETTER(S) – A player may replace one or more letters from already played word on the game board to create new word(s) e.g. the word ANGELS may be played from the word REBELS if the letters REB are replaced with the letters ANG or the letter S may be removed from the word ANGELS and new word ANGELIC may be played by adding the letters IC to it. The player replacing the tiles will keep the removed letter(s) as part of her tiles which may be used on her subsequent turns. A player may not remove more tiles than she plays (Section #4.2).

3.4. PLAYING VERB TENSE OF WORD(S) – A player may play the verb tense of a Bible word located in the game dictionary e.g. a player may play the word SURVIVED or SURVIVING (i.e. A total of eight souls *survived* the flood in Noah's day).

4. ADDITIONAL INSTRUCTIONS

4.1. FACE-UP LETTERS – A player may exchange one (1) of his letter tiles with any one of the face-up letter tiles in the placeholder area prior to playing a word. If he does, he *must* play the new letter tile immediately.

4.2. BLANK TILE(S) – Unused *blank* tiles may be played as any letter. When played, state which letter the blank tile represents. The blank tile must remain that letter as long as it remains on the game board. Blank tiles may be removed when replacing letters but a player cannot replace it with the letter it represents (Section #3.3).

4.3 EXCHANGING LETTER TILE(S) – Players may exchange some or all of his tiles with tiles from the bag on their turn. Set aside the tile(s) to be exchanged, and then draw new tile(s) from the bag before returning the ones set aside. The player choosing this option will not play a word that turn.

4.4. SHIELD TILE – The tile with the print of a shield on it empowers a player to perform one (1) of the following *exceptional* actions:

- Prevent a player who unsuccessfully challenged a word from losing a turn.
- Prevent a player who was successfully challenged from losing a turn.
- Exchange any or all letter tiles in the tile bag and still play a word that same turn.



After using a shield tile, return it to the tile bag. A player may choose to return a shield tile to the tile bag without using it then draws letter tile in exchange and still play a word that turn.

4.5. CHALLENGING / LOSING TURN – Any player may challenge any played word if they don't believe it can be located in the game dictionary. If the word is located in the game dictionary, the challenging player's turn is lost. If the word cannot be located in the game dictionary, the offending player's turn is lost, and the just-played letter tile(s) must be removed from the game board.

5. SCORING

Players may keep game scores using score pads or the score sheet available for download at our website – www.TagOnGame.com.

5.1. UNPLACED LETTER(S) – At the end of the game, each player subtracts the points on the *lower* side of all of their own unplaced letter tiles from their scores.

5.2. PLAYER'S SCORE – Whenever words are tagged and word connections established, the player's score is the addition of the *played word score* of the played word and the *tagged word score* of the tagged word.

- a) **Calculation Sequence:** All scoring calculations are performed from *left to right* if the word is played [or tagged] *horizontally* or from *top to bottom* if the word is played [or tagged] *vertically*.
- b) **Played Word Scoring:** If a word is played *vertically*, the played word score is calculated using the point values and mathematical signs on the *left* side of the letters. If a word is played *horizontally*, the played word score is calculated using the point values and mathematical signs on the *lower* side of the letters.
- c) **Tagged Word Scoring:** If a *vertical* word is tagged, the tagged word score is calculated using the point values and mathematical signs on the *right* side of the letters. If a *horizontal* word is tagged, the tagged word score is calculated using the point values and mathematical signs on the *upper* side of the letters.

HOW TO CALCULATE SCORES – The plus (+) and multiplication (x) signs on the tiles are used for calculating played and tagged word scores.

Scenario #1 - Horizontally played word, vertically tagged word: The word ANGEL was played first, while the word GOD was later played and tagged with the word



ANGEL (*i.e.* God did not hold back from punishing the *angels* that sinned). The played word score for GOD is 36 (6x2x3) and the tagged word score for ANGEL is 38 (2+7x4+2), thus the player's score is 74 (36+38).

Scenario #2 - Vertically played word, horizontally tagged word: The word GOD was played first, while the word ANGEL was later played and tagged with the word GOD (*i.e.* An *angel* was used by *God* in saving Lot and his family during the destruction of Sodom and Gomorrah). The played word score for ANGEL is 13 (1+6+2+4) and the tagged word score for GOD is 16 (7x2+2), thus the player's score is 29 (13+16).

5.3. BIBLE BOOK – A player's **word score doubles** if the newly-played word is the name of a *Bible* book provided *one letter of the word is played on a colored square depicting a Bible book*.

5.4. BIBLE CHARACTER – A player's **word score doubles** if the newly-played word is the name of a person in the *Bible* [including spirit creatures] provided *one letter of the word is played on a colored square depicting a Bible character*.

5.5. BIBLE LAND – A player's **word score triples** if the newly-played word is the name of a land, location or place in the *Bible* provided *one letter of the word is played on a colored square depicting a Bible land*.

5.6. BIBLE UTTERANCE – A player's **word score doubles** if the newly-played word is a word uttered by a person [including spirit creatures] in the *Bible*, provided *one letter of the word is played on a colored square depicting a Bible utterance*. Players may not use proper nouns as a *Bible* utterance.

5.7. BIBLE GENEALOGY – A player may play a word that has an evidence of ancestry with any other word on the game board provided *one letter of the word is played on a colored square depicting genealogy*. A player's **word score triples** if he can establish the family relationship that exist between the two *Bible* characters [such as great-grandfather, mother, brother, daughter, cousin, etc.].

6. GAME END / FINAL SCORE

The game ends when all letter tiles have been drawn and one player uses his last letter tile or when all possible plays have been made by the players. The player with the *highest* final score wins. If there is a tie, the player with highest score after deducting unplaced letters wins (Section #5.1).