

Scraggle

L	I	S	S	R	E	U	Q	G
B	Z	D	P	U	T	E	S	N
Z	A	R	M	O	C	E	Z	I
E	O	S	E	A	K	S	A	T
T	P	T	R	T	I	P	T	O
A	L	U	S	G	N	E	C	R
Z	S	I	U	Q	C	Y	H	E
O	T	G	I	T	A	R	C	M
O	L	O	T	E	D	T	S	I

At the start of the game, a 9x9 grid with 9x9 letters in the grid is displayed. Each smaller grid has been populated with 9-letter words using Boggle rules (up/down/diagonal connected).

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Z	A	R	M	O	C	E	Z	I
E	O	S	E	A	K	S	A	T
T	P	T	R	T	I	P	T	O
A	L	U	S	G	N	E	C	R
Z	S	I	U	Q	C	Y	H	E
O	T	G	I	T	A	R	C	M
O	L	O	T	E	D	T	S	I

The player starts off with X minutes (X defaults to 3). In phase 1 of the game, which lasts for half of the time (1.5 min), players need to find the longest word they can in each Boggle board.

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Z	A	R	M	O	C	E	Z	I
E	O	S	E	A	K	S	A	T
T	P	T	R	T	I	P	T	O
A	L	U	S	G	N	E	C	R
Z	S	I	U	Q	C	Y	H	E
O	T	G	I	T	A	R	C	M
O	L	O	T	E	D	T	S	I

The 9-letter words should be randomly selected from your dictionary to seed the board each game. Here the words for this grid: BLIZZARDS, COMPUTERS, SQUEEZING, POSTULATE, STREAKING, SPECTATOR, ZOOLOGIST, ACQUITTED , CHEMISTRY. [Note, if you really want to get fancy, you can bias the word selection towards words that are more common somehow]

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B	Z	D	P	U	T	E	S	N
Z	A	R	M	O	C	E	Z	I

E	O	S	E	A	K	S	A	T
T	P	T	R	T	I	P	T	O
A	L	U	S	G	N	E	C	R

Z	S	I	U	Q	C	Y	H	E
O	T	G	I	T	A	R	C	M
O	L	O	T	E	D	T	S	I

Each mini board needs to allow tiles to be selected and then words to be entered and checked against the dictionary. There are different strategies that you could use to allow word selection in each small grid. Here LID has been selected. (They could have done LIDS for a 4-letter word, as well as many others. Each grid has a 9-letter word, too, though. In this case, it would be BLIZZARDS).

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L	I		S	R	E	U	Q	G
		D	P	U	T	E	S	N
			M	O	C	E	Z	I
E	O	S	E	A	K	S	A	T
T	P	T	R	T	I	P	T	O
A	L	U	S	G	N	E	C	R
Z	S	I	U	Q	C	Y	H	E
O	T	G	I	T	A	R	C	M
O	L	O	T	E	D	T	S	I

Once the word is selected, the remaining letters in that grid disappear.

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L	I		S	R	E	U	Q	G
		D	P	U	T	E	S	N
			M	O	C	E	Z	I
E	O	S	E	A	K	S	A	T
T	P	T	R	T	I	P	T	O
A	L	U	S	G	N	E	C	R
Z	S	I	U	Q	C	Y	H	E
O	T	G	I	T	A	R	C	M
O	L	O	T	E	D	T	S	I

The player can continue with another small Boggle grid, in any order s/he chooses. Here they have selected TORT (Again, TORTS would have been better, and SPECTATOR would have been best)

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L	I		S	R	E	U	Q	G
		D	P	U	T	E	S	N
			M	O	C	E	Z	I
E	O	S	E	A	K			T
T	P	T	R	T	I		T	O
A	L	U	S	G	N			R
Z	S	I	U	Q	C	Y	H	E
O	T	G	I	T	A	R	C	M
O	L	O	T	E	D	T	S	I

And so on...

Points will be assigned based on how long each word is.

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L	I		S	R	E	U	Q	G
		D	P	U	T	E	S	N
			M	O	C	E	Z	I
E	O	S	E	A	K			T
T	P	T	R	T	I		T	O
A	L	U	S	G	N			R
Z	S	I	U	Q	C	Y	H	E
O	T	G	I	T	A	R	C	M
O	L	O	T	E	D	T	S	I

And so on...

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L	I		S	R	E	U	Q	G
		D	P	U	T	E	S	N
			M	O	C	E	Z	I
	O	S			K			T
T	P				I		T	O
					N			R
	S					Y	H	E
		G	I			R	C	M
	L	O	T	E		T	S	I

In this case, the player has found LID, COMPUTERS, (nothing yet), TOPS, KIN, TROT, LOGS, TIE, and CHEMISTRY.

Suppose it is 1 min 28s. And they do not select a word for the last grid...

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L	I		S	R	E			
		D	P	U	T			
			M	O	C			
	O	S			K			T
T	P				I		T	O
					N			R
	S					Y	H	E
		G	I			R	C	M
	L	O	T	E		T	S	I

The grid clears and the game enters the next phase. For another 1 min 30 seconds, the player needs to find words using the big grid. The way this works is that the player can select ANY letter from inside each grid, but only one letter. So, the more letters that remain from the first phase, the easier this will be to find new words. The goal is to still find the longest words possible and the most words.

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L	I		S	R	E			
		D	P	U	T			
			M	O	C			
	O	S			K			T
T	P				I		T	O
					N			R
	S					Y	H	E
		G	I			R	C	M
	L	O	T	E		T	S	I

There are two types of gameplay you could allow. You need to pick one of these options, or implement them both and give the player a choice – or randomly pick as they play. When you decide which to do, plan ahead! You will later need to make this into a two player game, and what you do here may influence what you do later.

Scraggle – Gameplay option 1

D	O	
S	N	R
D	I	C

One way to do this is to have the players quickly select a single letter from each grid. Then they play Boggle for the remaining time using those letters. Important: In Phase 2, they can reuse letters, but they cannot reuse letters in the same grid back to back. For example, SIS would be a valid word, but DISS would not.

Scraggle – Gameplay option 2

L	I		S	R	E			
		D	P	U	T			
			M	O	C			

	O	S			K			T
T	P				I		T	O
					N			R

	S					Y	H	E
		G	I			R	C	M
	L	O	T	E		T	S	I

An alternative way is to leave all the letters, and to let someone pick one letter from each quadrant. As in gameplay option 1, they can revisit grids, but not back to back. So DUD would be a valid word (using quadrants 1-1, 1-2, 1-1) but DUE (using quadrants 1-1 1-2, 1-2) would not. This strategy will allow much more interesting words to be created.

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For the entire game, you will need to design strategies to make the gameplay in all phases of the game work (e.g., highlight letters as they are selected, show words completed, show the timer, show the score, indicate the phase, etc.) You will also need to include an instruction screen that explains your scoring and how the game works.

You are encouraged to think creatively about how to make the game better, within these basic guidelines.

Your goal is to make this a new, unique word game.