

Rules for Exposee

Exposee is a 2 to 4 player game that involves forming words using letter tiles, as well as "exposing" the words of other players. Each letter tile is worth one point with each player competing to gain the highest score by forming the longest words, as well as correctly guessing either the whole hidden word, or letters that form the hidden words of other players. The person who ends with the highest score is the winner.

To Start: A single tile is "taken" (right-click bag and hover over the hand image to take the letter tile) from the bag by each player, and placed on the game board. The player with the letter closest to "a" in the alphabet starts first. Where there are more than 2 players, then play continues to the left or right, as decided by the players. The letter tiles are returned to the bag, and then each player "draws" (right-click the bag and hover over the cards image to draw the letter tiles) ten new letter tiles into their hand, which keeps them hidden from other players. Letters can be moved to "the hand" at the bottom of the screen during play, and "H" on the keyboard pressed to hide the letter tiles from anyone in the same room. They can be uncovered by pressing "H" again.

How to play:

- a) The first player uses his/her letter tiles to form the longest word possible, and places the word on the centre square of the game board, either horizontally or vertically (but not diagonally). All but the first letter tile must be placed upside down ("flip" each tile in your hand that you intend to use so it goes blue before placement on the board) so that the letters are hidden from the view of all players (see examples below). The only exception is where an "s" is used to pluralize a word by placement at the end of the word. Here the "s" must remain exposed on placement.
- b) The first player counts his/her score, which is recorded by all players, and then draws replacement tiles from the bag (each player should

have 10 tiles prior to making a play). The player is credited a single point for each letter of the word formed.

- c) The second player, and any other players seek in turn to determine the hidden word formed by the first player. The second player, and each other player in turn is allowed to make two guesses each as to either the identity of the complete word or a second letter (this can be the actual second letter or another letter in the word that the player feels he/she has a better chance of guessing the identity). This can be done online via the game by texting, or by any other method of communication (eg skyping, phoning, e-mail, or spoken if in the same physical room). If a player correctly identifies a second letter then it is exposed by "flipping" it, and then he/she continues to identify another letter or the entire word. If the player fails to do so, then the next player in turn attempts to guess (two guesses allowed) the entire word or another letter. If a player identifies the word in full then the letters are flipped to reveal the word, and the player is credited with double the word score. If the identity of the complete word or a guessed letter is not correctly stated by one of the players then the guessed letter tile is flipped to reveal the letter. The second player, and then each other player in turn is then allowed to make two further guesses as to either the identity of the complete word or another letter. Play continues in like fashion until the complete word is identified or not. Each player is credited for the number of letters they correctly identify.
- d) The second player adds letters to the word already formed by the first player to form a new complete word or words. The word must be placed either at right angles, or in parallel and adjoining to a previously formed word so that adjacent letters also form a complete word, thus the player has the chance to simultaneously form more than one word in a single play (refer to examples below). All the newly placed letter tiles must be placed upside down (ie flipped) so that the letters are hidden from the view of all players (except for "s" if used to pluralize). The only exception is when a player forms an unadjoined

(ie not joined in parallel) plural word using an exposed "s" in a previously formed word. In this case the first letter of the word must be placed unhidden/exposed.

- e) The second player gets credit for the complete word formed, and any additional words formed by parallel placement of the word next to a word already played. The player is credited a single point for each letter of the words formed. The other players then seek in turn to "expose" the identity of the words formed by the second player, as described above, and gain points for each correct identification.
- f) If present, third and fourth players continue the same game play.
- g) Any player may decide to replace any or all of their letter tiles by returning them to the bag and drawing an identical number of tiles, but in doing so they forfeit their turn.
- h) All words found in a *bona fide* dictionary are permitted as well as proper names (usually start with a capital letter), except for peoples' Christian/given/first and second names. For example the names of countries, geographical names (names of cities, islands, lakes, mountains, rivers), names of unique objects (eg monuments, buildings, ships), names of famous institutions and facilities (cinemas, hospitals, hotels, libraries, museums or restaurants), names of newspapers and magazines, names of books, musical pieces, paintings or sculptures are acceptable. Foreign words, abbreviations, and words with apostrophies or hyphens are not permitted. Players will need to decide amongst themselves whether a word is acceptable to play by searching a dictionary or the WWW. A player who forms an unacceptable word is allowed one further attempt before forfeiting a turn.
- i) The game continues until no letter tiles are left in the bag, and one player has used all his/her letter tiles, or until no player can form a word.

Keeping the score:

- a) Each player should keep a record of their own score and that of their competitors. The host will need to verify the scores at the end of the game. All letters have a score of "1".
- b) A player's score for each turn is the sum of the scores of all letters in each word formed (both new and modified words), plus the sum of the scores of all letters in words formed by other players that he/she correctly guesses.
- c) If a player identifies a word in full then they are credited with double the word score.
- d) When multiple words are formed during a player's turn, then the score for each word is counted, including letters in common with a previously formed word.
- e) Should a player use all ten letter tiles in a single turn, then his/her score for the word will be doubled ie receive 20 points for the word.
- f) At the end of the game, each player must subtract the points of their unused letter tiles from his/her total score.
- g) The person who ends with the highest total score is the winner.

Frequency of letters:

- a) The frequency of letters used approximates the frequency of letters used in the English language (refer below). There are 200 letter tiles.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
16	3	5	8	25	4	4	12	14	1	2	8	5	14	15	4	1	12	12	18	5	2	4	1	4	1

