

# Scrabble Game Variant: Colonization Mode

by Adrian Estergaard

## Core theme?

Each player is a language and can create words that add to their language & score. But, at a certain point, English will show up like a giant monster and start devouring languages.

If a placed word turns out to be an English word, then the English language has appeared on the board and will start to devour other languages.

## Start of the game

Each player draws 7 tiles and uses them to create the name of their language. All 7 tiles *\*must\** be used.

After presenting, and recording, their language title, the tiles are returned to the bag and 7 new tiles are drawn.

## Rules for placing a word

- Player must be able to enunciate/say the word. Clearly enough that the other players can agree on the spelling.
- Each Player chooses a colour of Meeples for marking their words.
- White Meeples are for English, no player may choose them but each Player gets 1.
- Word must be 4 characters long, 3 if there are 4 players.
- Player places a coloured Meeple on their word after it has been placed.

## The entrance of English

- If a word is determined to be English, then the 'English' player has entered the game. That word no longer scores points for the player who placed it, instead it scores points for the 'English' NPC.
- If a Player's score becomes  $> 50$ , the word that increased their score over 50 becomes an 'English' word and the 'English' NPC enters the game.
- Player can CHOOSE to spend their turn trying to transform a word on the board to English.
- Acting player, and owner of the 'Transformed' word must each reveal a Tile. The Acting Player's Tile must have a higher value than the Owing Player's Tile or the transformation is blocked. Both Tiles are placed back into the Tile bag and re-

drawn after the comparison.

- If the word is Transformed, the Owning Player's Meeple is replaced with the Acting Player's White Meeple. The White Meeple is not replaced and each Player can only do this, successfully, once.
- This can be how the 'English' NPC enters the game.
- The 'English' NPC immediately enters turn rotation to the RIGHT of the current player such that it will next act BEFORE the player who just placed the 'English' word.
- The 'English' NPC places a White Meeple on any word they claim.

### **English Actions**

- Draw tile from the bag. If any words touching an English word contain a matching letter, the English language claims that word.
- Multiple words contain the letter? Draw a Tile for each word, the word with the lowest Tile-value is claimed. Re-draw for Tied lowest-value words until a single word is selected.

Example:

1,2,2 - The '1' Word is claimed.

3,2,2 - The '2' Words re-draw Tiles to see which of them gets claimed. The '3' Word is no longer eligible to be claimed this turn.

- When English claims a word, the Meeple on the word is replaced with a White Meeple.
- The Player who placed it loses the points for it and English now gains the points for it.
- Tiles drawn are put back into the bag before the next player's turn.

### **End game conditions**

- As per regular Scrabble game rules.
- No 'score-based' end game condition.
- All words on the board become English.

### **At the end of game:**

English can win.