

How to Play WordPop!

The goal of WordPop! is to clear all the letters from the board by making words. To start a new game, tap Easy, Medium, or Hard from the title screen.

To make a word, tap adjoining Letter Tiles, then tap the Check button. If the word is accepted, those letters disappear from the board.



Commonly used words--including nouns, verbs (all tenses and gerunds), adjectives, adverbs, etc.--are accepted. Hyphenated words, abbreviations, contractions, acronyms, pronouns and other words that require capitalization are not accepted.

The smallest words accepted are "a" and "I". Although "I" requires capitalization, many users asked us to make an exception for it, so we did.

Words are scored based on each letter's point value and the number of letters in the word. In general, longer words are worth more points.

High-scoring words earn random Bonus Tiles, displayed in the bin on the right. Blank Bonus Tiles can be used as any letter.

To place a Bonus Tile, tap it and then tap an empty square on the board. Then simply tap tiles to make a word as usual.

Levels Explained

Easy level begins with three blank Bonus Tiles. You earn an additional blank Bonus Tile each time you clear the board.

Medium level starts with one blank Bonus Tile. You earn an additional random Bonus Tile each time you clear the board.

Hard level starts with no Bonus Tiles—you have to earn them!

Rotate and Undo

To shake things up and see some new letter combinations, tap the Rotate button. The board turns a quarter-turn clockwise.



If you are not happy with how the board looks after rotating or entering a word, tap the Undo button. It will always undo your last move.



To end your current game, tap the menu bar button on the bottom right button then choose New Game.



Scoring

A word's value is determined by this formula: $\text{Sum of Tile Points} \times \text{Number of Tiles Used} = \text{Word Value}$

For words of 7 letters or more, the multiplier is increased.

Bonus Tiles

The word score needed to earn Bonus Tiles differs according to level of difficulty.

- Easy = 40 points
- Medium = 50 points
- Hard = 60 points

For example, if you select Medium level, each word you make worth 50 points or more earns a Bonus Tile. If you make a 100-point word, you get two Bonus Tiles, and so on.

If you have three Bonus Tiles in the bin on the right and earn another one, one of them is upgraded to a blank tile.

If you want to complete more than a round or two, you will want to earn Bonus Tiles, especially on the Hard level.

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