

Jot

The up to the minute word game
For two or more players or teams

Contents:

*Jot*TM board

4 *Jot* color dry markers

Score Card

1 *Jot Roll-a-timer*TM die (2 X LR 44 or AG13 Button Cell Alkaline Batteries Included, **JUST PULL TAB**)

56 *Jot* cards

Eraser

Rules

Aim of the Game

Jot is a word game for two or more players or teams, in which players write words directly onto the board using their own colored *Jot* pens, according to the roll of the unique ‘Roll-a-Timer’ die. Players score points for the length of their words and for crossing Special Scoring Spaces. The first player or team to reach a given total is the winner of the game

The *Jot Roll-a-timer*TM Die

Each player gets 1 minute to *Jot* a word. Rolling the **Roll-a-Timer**TM activates the timer. The **Roll-a-timer**TM die also tells players what they have to do. The activated **Roll-a-timer**TM will beep and flash, then count down sixty seconds, beeping again at the end of the elapsed time. The given action must be carried out by the player by the end of one minute. If a player runs out of time, their turn is lost, and any partial word written must be erased from the board.

Setting up the Game

Play as individuals or divide into teams. If playing in teams, see the special Team Play notes below. Place the board in the center of the table, with the *Jot* cards beside it. Place the ***Jot Roll-a-Timer*** die beside the board. Each player or team picks a colored *Jot* pen. Pick someone to keep score and give them the score card.

Playing the Game

Players roll the *Jot* die to determine the first player. The “Pick a Card”, “Replace a Word” and “Jot a Word” faces count as 1, the other faces count the number shown. The player with the highest number begins the game. If there is a tie, keep rolling until one player has the highest number. Using their own color pen they write any word **up to 6 letters in length** on the board in a horizontal or vertical direction. The first word must have one letter in the *Jot* space in the center of the board. After the first word is Jotted down, each player, going clockwise and using their own color pen, rolls the *Jot* die and follows the instructions on the die, connecting their word to an existing word on the board. Words that require capitalization are not permitted unless directed by a *Jot* card. Words using an apostrophe are permitted. (Don’t take a square or count a point for an apostrophe, just *Jot* it on the board)

At the start of any turn, a player can choose to pick a card in place of rolling the *Jot* die. Just remember to start the timer.

The *Jot* Cards

When a player picks up a *Jot* card, they look to see what the instruction is and follow it, making sure that they complete their turn within 60 seconds.

Scoring

Count a point for each letter in a square space. Purple spaces count 2 points, Yellow spaces count 3 points and Green spaces count 4 points for the letter. If a player extends a word with a suffix, prefix or plural, they score points based for the whole word.

The player must always add the exact number of letters called for by the die.

Making multiple words by placing a new word parallel to existing words, for example, scores points for all the letters of each new word and the bonus points. All words created must be valid words. If a player *Jots* a word as directed by a card, and makes another word at the same time, this does **not** have to match the card category as well.

The *JOT* die

The special *Jot* Roll-a-Timer die has six different faces, as follows:-



Add 2 Letters to an existing word in crossword puzzle fashion or add 2 letters to an existing word to create a new word. The player must use the exact number of letters rolled or lose a turn.



Add 3 Letters to an existing word in a crossword puzzle fashion or add 3 letters to an existing word to create a new word. The player must use the exact number of letters rolled or lose a turn.



Add 4 Letters to an existing word in crossword puzzle fashion or add 4 letters to an existing word to create a new word. The player must use the exact number of letters rolled or lose a turn.

Pick a Card and **Jot** a word based on the instructions on the card.



Jot Any Word of any length, connecting it to an existing word, or add any number of letters to an existing word to make a new word.



Replace a Word

The player must erase one word put on the board by any player and add a new word of the same length in the same squares, **being sure to match the letters of all intersecting words**. The player scores the same number of points earned by the original word. If an opponent placed the word, the opponent also loses the same number of points. If it was the player's own word, the player keeps the points for the original word plus the new word. If the player fails to replace a word within the time, the turn is lost. When replacing a word, no points are earned for any intersecting words.

Winning the Game

The first player to reach:
150 points with 2 players,
100 points with 3 players
75 points with 4 players

Playing in Teams

Playing *Jot* in teams allows any number of players to take part. Divide the players up into two or more equal teams, and give each team a colored pen.

Play according to the rules for individual players, but have each player in the team take turns to be the Jotter. Other players can offer advice or make suggestions for the word to be jotted, but it is the player with the pen who makes the final decision!

Word Disputes– Any player can dispute the spelling of a word or the response to a *Jot* card once a turn is completed. If the challenger is correct the player **Jotting** the disputed word loses their points for that word. If the word is correct the challenging player loses their next turn.

Please note – the *Jot* Roll-a-timer™ die is shipped with a plastic tab inserted, which stops the battery from operating in transit. Before playing the game for the first time this tab must be removed and disposed of. Roller Timer requires 2 X LR 44 or AG13 Button Cell Alkaline Batteries (Included).

SEE BATTERY INFORMATION SHEET FOR BATTERY INFORMATION.