

SUPER WILD TILES™

Starting

There are 52 number tiles (1 to 13 in four colors) and one **Super Wild**, which is always on the table and always in play.



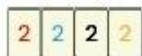
Each player picks a tile from the bag. The highest number gets the **Starting Player Token** and plays first. Each player draws 6 tiles from the bag and puts them in their rack.



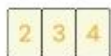
Playing

Take turns playing tiles to form **Groups** of three or more tiles as **Sets** and **Runs**.

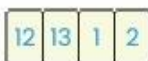
Set: Tiles of the same number in different colors.



Run: Consecutive tiles of the same color.



Runs can wrap around from 13 to 1 and can keep going.



Runs can be in forward or reverse order.



You can place new **Groups** or add to and rearrange groups as long as all groups are legal at the end of your turn.

If you cannot play, draw a new tile from the bag. If you can play it, proceed with your turn. If you still can't play, end your turn.

Your turn ends when you stop playing tiles. Play continues clockwise.



Winning

The first player to play all of their tiles wins the round and takes a **Trophy Peg** to display in their rack.



Cooperative Finish

The round continues for the remaining players to play all their tiles. Play open face to get help from everyone. Draw as necessary. This cooperative play is fun and instructive.

Rounds

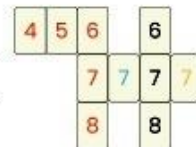
The next player clockwise gets the **Starting Player Token** and starts the next round. Continue until you have played the number of agreed upon rounds.



WILD RULES

2-D (Crisscross)

Tiles can be played in both the horizontal and the vertical directions, **Crisscross** style.



Super Wild

The **Super Wild** is wild in every direction. It can be a different value at the same time in each direction.



Here, the **Super Wild** is a **6**, **8**, and **2** simultaneously.

Sixes and Nines Are Identical

The 6 and 9 tiles are exactly the same and can be used interchangeably, like this:



They can be either a 9 or a 6 in different directions at the same time, like this:



Adjoined Groups

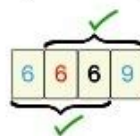
A **Set** and **Run** can be joined at a shared tile or **Wild**.



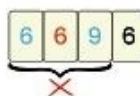
and they can just keep on going...



The 6/9 combination makes a unique situation. They can form valid **Adjoined Groups** as long as they are arranged into valid subgroups.



This is legal since both subgroups are legal.

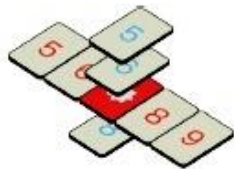
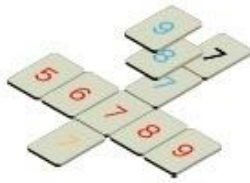


This is not legal because the same color **6** and **9** cannot be in the same subgroup.

OPTIONAL RULES

3-D Stacking

3-D Stacks are tiles played upward and downward, forming a tower on top of a base tile or downward under a base tile. Here we see a stacked run of 7 8 9.



To build down, lift up the tiles and stack the descending tiles under it. Here we see a stacked run of 5 6 **Wild** 8, where 5 and 6 are stacked upward and 8 is stacked downward.

Any adjacent tiles at other 3-D levels are ignored.

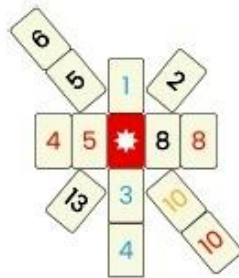
Stacking is allowed on any tile, including the **Wild**.

Pros and Cons of 3-D Stacking

Stacking can be fun, and it makes the game easier by providing more play options, but it can be clumsy since some tiles are covered and they can be hard to remember.

Diagonals

Tiles can be played diagonally through the **Wild**, adding two more dimensions of play. Here's how it works:



4 5 **Wild** (**Wild** = 6)

Wild 8 8 (**Wild** = 8 or 8)

1 **Wild** 3 4 (**Wild** = 2. The run passes through Wild, which is why the 1 can be by itself on a side.)

2 **Wild** 13 (**Wild** = 1. The run passes through Wild.)

6 5 **Wild** (**Wild** = 4)

Wild 10 10 (**Wild** = 10 or 10)

Pros and Cons of Diagonals

Diagonals provide even more use of the **Wild**, which can be fun, but may make the game too easy for some players. The diagonal arrangement can also crowd the play area, blocking other plays.

TIPS

- Use **Crisscross** and **Diagonals** before **3-D Stacking** since 3-D can be hard to see.
- Combine **Adjoined Groups** through the **Wild** for a powerful combination. This is a very useful pattern that comes up often, allowing a single tile on one side of the **Wild**.



- Consider strategically holding back tiles. For example, if you have a **Group** that stands alone, wait to use it on a later turn. Playing it too early is no advantage to you, but could be used by others.
- Often, tiles may be blocking other tiles from being played. Be persistent. Often, you can rearrange tiles in ways to free up space. Reconfigure as necessary. It can be useful and fun.
- The game works great as a **Solitaire** game for practice or just enjoying the puzzle-solving. Play with all the usual rules and even try the optional rules.



SuperWildTiles.com



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