



Tips & Strategies

Learning to play GIANT Word Winder is like learning to play any other game. You always want to have your end goal in mind. It is important to remind kids of this, because they can easily get swept up into a very active gameplay and forget.

Sidewinder - First Moves

- You're probably thinking: how do I even start? We recommend trying to find a suffix or prefix and building into, or back onto them. Also, look for double letter combinations and find words that include them. Finding letter patterns within the game is going to be the easiest way to start. Once you train your brain to look for these, you'll be able to find words more easily.
- When making your first move as the Team that goes first, your best strategy is to find the longest word in the middle of the board going at an angle. This way, if you have to switch directions later because of a block, it will be a little easier. You might also find a long word that touches any side and makes its way to halfway, or almost halfway across the Gameboard. What you want to avoid doing is playing a word that is one or two moves away from the edge (unless it is a really long word). Playing a word like this will force you to use a turn to make a small word later, thus almost always wasting a turn.
- The next Team should play an offensive AND defensive move, if they can. This means finding a long word that gets in the way, or blocks the team that went first.
- The final team will want to either avoid the area that Team 1 and Team 2 has played on giving them more space to find a longer word, OR get in there and block both teams if they can.

Tips and Strategies

- * We like to use the acronym AABB - Almost Always Be Blocking! to help players understand that offensive moves aren't always the best.
- * Don't forget you can REUSE your own letters from previous words.
- * When placing your words and you have a choice of using — for example — this "E" or that "E," choose the letter that makes your word a little bit longer, or maybe it's the letter that touches a side, or maybe its the letter that blocks another team. Whatever the case, remember to choose wisely.
- * Remember to check your word once you've played it to be absolutely sure you have made it as long as possible. Is there an "S" you can add, or and "ED" you can add. Always double check!
- * If you think it doesn't help and you can add another letter onto your word to make it longer, DO IT! If by chance the game ends in a stalemate, the team with the most chips on the board is the winner.
- * Remember that a GOOD block is one that creates a straight line, or a "wall" of letters, that get in the way of someone else's move. Blocking by using diagonals is still good because your using letters the other teams wont be able to use, BUT it allows for teams to sneak through gaps in your "wall."
- * If you create a temporary alliance with another team, and you are the team that is playing your word first, remember to keep your end goal in mind and choose the word you think will help you complete your line, or path of words.
- * If you are being blocked, remember you can always change directions!
- * When blocking, you'll want to look for the word, or words, you think the team you are blocking will be able to use. You don't necessarily have to make the same word as they might. You'll more likely want to use some or all of the letters to make a word that works best for your Team's path of words.
- * Try to always PAY ATTENTION to what the other teams are doing. Sometimes, as the game nears the end one of the two teams that has been focusing on blocking can also get very close to winning if they are using our tips and strategies. To this end if you are busy blocking another team, before deciding to keep blocking, you may want to pay attention to your own line and make sure you cannot win on your next move.



Helpful Video Links

Visit our You Tube or Vimeo pages to watch how to play videos on ALL the ways to play: Find It, Sprint, and Sidewinder. We're always looking for news ways to play. If your library plays differently send us some rules and an accompanying video to be featured on our website and social media!

Vimeo Main Page:

<https://vimeo.com/user41375141>

You Tube Main Page:

<https://www.youtube.com/channel/UCDeYmGfpmX3P4Ssv986LkIA>

Sidewinder

Teams take turns, teamwork, leadership, strategy, ages 8 and up.

GIANT Math Winder

https://youtu.be/vk_IPvMiq_o
<https://vimeo.com/243692825>

GIANT Word Winder

<https://youtu.be/pKJe-Qyk-tc>
<https://vimeo.com/243692851>

Sprint

Teams play at the same time, teamwork, quickness, ages 5 and up.

GIANT Math Winder

<https://youtu.be/q-3GmzzKlh0>
<https://vimeo.com/243693879>

GIANT Word Winder

https://youtu.be/tyU5_piy-JM
<https://vimeo.com/243694037>

Find It

Players can play individually or in teams to find all the letters or numbers.

<https://youtu.be/eFLqMV1ynkM>
<https://vimeo.com/243692672>

FUN STUFF

https://www.youtube.com/playlist?list=PLIyC2gaBu_OBhUjEmO2NPOXhTla2JZFIP