

# *Salitaan*™

LARONG KROSWORD

## OFFICIAL GAME RULES

*English Version*

 2-4 PLAYERS	 14+ YEARS	 60+ MINUTES
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This game is intended primarily for adults or children over 14 years of age.

Humble Trading Corporation

[www.salitaan.com.ph](http://www.salitaan.com.ph)

## OBJECT OF THE GAME

When playing SALITAAN, anywhere from two to four players can enjoy the game. The object when playing is to score more points than other players. As words are placed on the game board, points are collected. Each letter tile that is used in the game will have a different point value. The main strategy is to play words that have the highest possible score by taking advantage of the letter tiles and the premium squares on the gameboard.

## THE SALITAAN GAMEBOARD

A standard SALITAAN board will consist of squares that are located in a large grid. The board offers 19 squares high and 19 squares wide. The letter tiles used in the game will fit on each square of the board.

## THE SALITAAN LETTER TILES

There are 150 letter tiles that are used in the game and 147 of them will contain letters and point values. There are 3 blank tiles that can be used as wild tiles to take the place of any letter. When a blank is played, it will remain in the game as the letter it substituted for. Blank tiles have no point values.

Different letters in the game will have various point values and this will depend on how rare the letter is and how difficult it may be to play that letter. SALITAAN is designed to be played in Tagalog and other Filipino dialects.

## LETTER TILE VALUES

Below are the point values for each letter that is used in a SALITAAN game.

**0 Points - Blank tile.**

**1 Point - A, I, L, N, S, T and U.**

**2 Points - K, M and O.**

**3 Points - P.**

**4 Points - B and G.**

**5 Points - H, NG and R.**

**8 Points - E, D and Y.**

**10 Points - W.**

## PREMIUM SQUARES AND EXTRA POINT VALUES

When looking at the board, players will see that some squares offer multipliers. These are **PREMIUM** squares. Should a letter tile be placed on one of these squares, the value of the tile will be multiplied by 2x or 3x.

Some squares will also multiply the total value of the word and not just the single point value of one tile.



**Double Letter Scores - The light blue squares in the board are DOBLE LETRA. When these are used they will double the value of the letter tile placed on that square.**



**Triple Letter Score - The blue squares in the board are TRIPLE LETRA. When these are used they will triple the value of the letter tile placed on that square. So any tile placed here will earn even more points!**



**Double Word Score - The pink squares in the board are DOBLE SALITA. When any letter of a word is placed on these squares, the score for the entire word is doubled.**



**Triple Word Score** - The magenta squares in the board are **TRIPLE SALITA**. When any letter of a word is placed on these squares, the score for the entire word is tripled. These are the most valuable Premium squares on the board. Always try to use them!

#### OTHER RULES ABOUT PREMIUM SQUARES

The Filipino Sun in the center of the gameboard does not have any premium score.

If a word crosses both premium letter and word squares, all of the bonus letter values are added up **BEFORE** the complete word score is doubled or tripled.

The bonus scores of the premium squares only apply to the turn in which the tiles are placed on them. Once they are covered, they can never be counted again in a subsequent turn of any player!

When a **BLANK** is placed on a **TRIPLE SALITA** or **DOUBLE SALITA** square, the sum of the tiles in the word is still doubled or tripled, even though the **BLANK** itself has no score value.

When a **BLANK** is placed on a **TRIPLE LETRA** or **DOBLE LETRA** square, the value of the **BLANK** tile is still zero.

## KEEPING SCORE

One player is elected as a scorekeeper. They may also take part in the game. The scorekeeper keeps tally of each player's score, entering it after each player's turn.

## TO BEGIN PLAYING

The eldest player always goes first in SALITAAN. This is because in Filipino society, respect is always given to elders.

In SALITAAN the Letter Tiles are divided into two groups. Each group has its own bag:

**CONSONANTS:** (B, K, D, G, H, L, M, N, P, R, S, T, W & Y) These tiles have black text. All of these tiles go into the **BLACK** bag.

**VOWELS (BLANKS, A, E, I, NG, O & U):** These tiles have **blue** text. All of these tiles go into the **BLUE** bag.

Each player draws 5 letter tiles from each bag (10 letter tiles total) and places them on their rack without showing them to the other players.

During game play, each player's rack should always have 5 letter tiles with black text (consonants) and 5 letter tiles with **blue** text (vowels).

Play continues clockwise. On each subsequent turn, players have the choice of placing a word on the board, passing, or exchanging letter tiles.

## EXCHANGING TILES

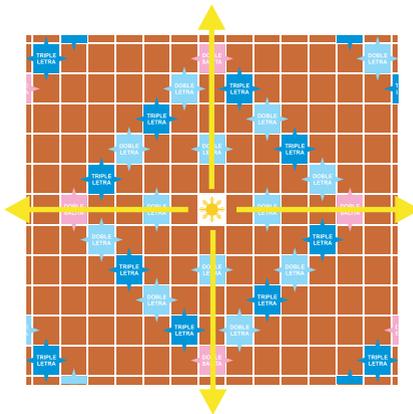
Any player may use their turn to replace any or all of the letter tiles in their rack. They do so by discarding them face down, drawing the same number of new tiles (of each kind - vowels or consonants), then mixing the discarded tiles with those remaining in the bags. Then they await their NEXT turn to play.

## PASSING

Instead of placing tiles on the board, or exchanging tiles, a player may also decide to PASS.

## PLACING THE FIRST WORD

The first player combines two or more of their tiles to form a word and places them on the board to read either across or down with one tile on the center square (Filipino Sun). Diagonal words are not permitted.



All the tiles played in this and subsequent turns must be placed in one continuous line horizontally or vertically.

## PERMITTED WORDS

**Any words listed in a standard Tagalog dictionary are permitted except proper nouns and abbreviations. Prefixes and suffixes can never be played alone. No English words are permitted, unless they are in the Tagalog dictionary that you choose to play with.**

**The game of SALITAAN is designed to be friendly and easy. Players can choose any Tagalog dictionary that they all agree on, or even the internet to judge if a word is spelled correctly in Tagalog or not.**

## FILIPINO DIALECTS

**SALITAAN can also be played with words from any of the known Filipino Dialects. However, prior to starting the game, all players must agree on which dialects are permitted (if any) and how they will judge those words for accuracy.**

## CHALLENGING WORDS

**Once a word has been played, it may be challenged before the score is added up and the next player starts their turn. This is the only time when you may consult the dictionary that you have chosen to judge words used in the game. IF the word challenged is unacceptable the player takes back the letter tiles and loses their turn.**

**If the word IS acceptable, then the challenger loses their next turn.**

## LIMIT OF 3 CHALLENGES IN FAMILY RULES

In the **FAMILY RULES**, each player is limited to **3 challenges** during the game. This is to keep the game **MORE FRIENDLY**. Excessive challenges can make a game less enjoying. Remember that **SALITAAN** is supposed to be **FUN** for the whole family! If you want an extremely competitive game, then play by the **COMPETITION RULES** instead (later in this Game Guide).

## THE FIRST TURN - EXAMPLE

Player one plays: **“MABAIT”** covering the Filipino Sun in the center of the board. It is scored for 22 points.

**M=2**  
**A=1**  
**B=4**  
**A=2 (1\*DOBLE LETRA)**  
**I=1**  
**T=1**

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**11 POINTS**  
**(M) = DOBLE SALITA**  
**11 X 2 = 22 POINTS**

**NOTE:**  
**MAKE SURE THE**  
**FIRST WORD PLAYED**  
**ALWAYS COVERS THE**  
**CENTER FILIPINO SUN!**

## ENDING A TURN

At the end of every turn, the player draws as many new **VOWEL** and **CONSONANT** letter tiles as they have played, thus always keeping 10 letter tiles in their rack.

## PLACE LETTERS AT RIGHT ANGLES

Place letter tiles at right angles to a word already on the board. See “HATI” - it is scored for 19 points.





## BRIDGE TWO WORDS TO MAKE ANOTHER

Make a word between two existing words that bridges them together! See “TAGALOG” for 36 points.

**T=1**  
**A=1**  
**G=8 (4\*DOBLE LETRA)**  
**A=1**  
**L=1**  
**O=2**  
**G=4**

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**18 POINTS**  
**(O) = DOBLE SALITA**  
**18 X 2 = 36 POINTS TOTAL**

## PLACE LETTERS PARALLEL TO A WORD

All adjacent letters must form complete words, both across and down. See “TAGAK” for 24 points.

T=1	<b>*SEE TWO LETTER WORD LIST</b>				
A=1					
G=4					
A=2	*A=1	*G=4	*L=1	*O=2	
K=2	T=1	A=1	A=2	K=2	
<hr/>					
10	2	5	3	4	

**10 + 2 + 5 + 3 + 4 = 24 POINTS TOTAL!**

**BONUS OF 75 POINTS FOR USING ALL 10 LETTERS!**

**A Bonus score of 75 points is scored in addition to your word score on any turn when you clear your rack and use all 10 letter tiles in one turn!**

### WHAT TO DO WHEN LETTER TILES RUN OUT

**Normally, towards the end of the game the blue VOWEL letter bag will run out of letter tiles before the black CONSONANT letter bag. When this happens simply take more letters tiles from the Consonant bag until you have 10 letters in your rack or until both bags are empty.**

### END OF THE GAME

There are two ways a SALITAAN game can come to an end:

- 1) When all letter tiles have been drawn from the bags AND one player uses all the tiles in their rack.
- 2) When all possible plays have been made and all players PASS twice in consecutive turns.

When the game ends, each player's score is reduced by the sum of their unplayed letter tiles.

The first player who is able to use all of his letters and completely empty his rack has his score increased by the sum of the other player's unplayed letters!

The player with the highest score wins!

If there is a DRAW, then the player with the highest score before adding or subtracting unplayed letters wins.

### COMPETITION RULES

The COMPETITION RULES are for advanced players who want to compete aggressively with each other and even participate in Tournaments.

The first rule for competitive play is to put all of the Letter Tiles in ONE BAG. This way there is no guarantee that you will get an even distribution of vowels and consonants. This will make for a more exciting game.

### USING A TIMER

**A timer should be used to limit the time each player takes to make their move. A common limitation is 2 minutes per move. However, you can make any time limit that all players agree upon.**

### UNLIMITED CHALLENGES

**When playing by the Competition Rules, players can challenge any word played by a competitor. There is no limit to the number of challenges that can be made.**

### ELECTING AND ASSIGNING A “JUDGE” TO SETTLE ALL CHALLENGES

**It is recommended to elect a unbiased Judge before the game starts to make a final decision for all challenges made during a competitive game. Tagalog Dictionaries can require effort and skill to use. It is better if you have an “expert” to decide all challenges. If you elect to use other Filipino dialects, more confusion may erupt during challenges.**

### RESTRICTED LETTER TILE CHANGING

**When only 7 or less letter tiles remain in the bag, players are no longer allowed to exchange letter tiles on their turn. This is to prevent players from trying to discard unused high value letters at the end of the game to keep them from being deducted from their score.**

<b>AA</b>	DUMI, OO, TUBAL, TAE, IPOT, LIBAG, BURAK
<b>AH</b>	KASABIHAN
<b>AM</b>	SABAW O LUGAW NG KUMUKULONG BIGAS
<b>AT</b>	PANGATNIG NA SALITANG GINAGAMIT SA PAGU...
<b>AY</b>	PANDIWANG PANTULONG
<hr/>	
<b>BA</b>	PANANONG NA KATAGA
<b>BB</b>	BINIBINI
<hr/>	
<b>KA</b>	PANGHALIP PANAOG NG "IKAW" (ISAHAN)
<b>KO</b>	PANGHALIP NA PAARI NG SALITANG "AKIN"
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<b>DA</b>	PINAIKLING KATAWAGAN SA "INDA"; KATAWAGAN
<b>DI</b>	HINDI, DILI
<b>DO</b>	NOTA SA MUSIKA
<hr/>	
<b>EE</b>	GANON BA
<b>EH</b>	KASABIHAN
<hr/>	
<b>GA</b>	KATULAD "BA"
<hr/>	
<b>HA</b>	HANE? ANO?
<b>HI</b>	PANGBATI
<b>HO</b>	OPO
<hr/>	
<b>IT</b>	SENYAS SA TAGUAN
<hr/>	
<b>LA</b>	NOTA SA MUSIKA

<b>MA</b>	<b>PANLAPI, UNLAPI, NA NAGBABADYA NG KATANGIAN NG SALITANG-UGAT</b>
<b>MO</b>	<b>IYO</b>
<b>NA</b>	<b>KATAGA NA NAG-UUGNAY SA PANURING AT SALITA</b>
<b>NG</b>	<b>IBANG ANYO</b>
<b>NI</b>	<b>KATAGANG NAUUNA SA PANGNGALANG PAARI, PANTANGI AT ISAHAN</b>
<b>NGA</b>	<b>TOTOO BA, TUNAY BA</b>
<b>OK</b>	<b>SABAGAY</b>
<b>OO</b>	<b>TUGON NA PANGSANGAYON</b>
<b>OY</b>	<b>PANGBATI</b>
<b>PA</b>	<b>LALO, HIGIT, MAS; MUNA, HANGGANG NGAYON</b>
<b>PO</b>	<b>SALITANG MAGALANG</b>
<b>SA</b>	<b>PANG-UKOL NA KATUMBAS SA INGGLES NG TO</b>
<b>SI</b>	<b>PANTUKOY SA NGALAN NG TAO</b>
<b>SU</b>	<b>HAYUPAN; ZOO</b>
<b>TA</b>	<b>PANGHALIP NA DALA WAHAN; PINAIKLING NATA...</b>
<b>UM</b>	<b>UNLAPI SA BERBO</b>
<b>UY</b>	<b>KASABIHIN</b>
<b>WA</b>	<b>KASABIHIN</b>
<b>YA</b>	<b>“HIYA HIYA”</b>

0

X 3

A<sub>1</sub>

X 27

B<sub>4</sub>

X 5

K<sub>2</sub>

X 6

D<sub>8</sub>

X 3

E<sub>8</sub>

X 3

G<sub>4</sub>

X 7

H<sub>5</sub>

X 4

I<sub>1</sub>

X 17

L<sub>1</sub>

X 8

M<sub>2</sub>

X 7

N<sub>1</sub>

X 13

NG<sub>5</sub>

X 5

O<sub>2</sub>

X 6

P<sub>3</sub>

X 5

R<sub>5</sub>

X 3

S<sub>1</sub>

X 7

T<sub>1</sub>

X 8

U<sub>1</sub>

X 9

W<sub>10</sub>

X 1

Y<sub>8</sub>

X 3

## VARIANTS

**Variants should only be played where all players agree. In the case of disagreement it is recommended that the standard rules are used.**

## OPEN DICTIONARY

**Some players play with 'open' dictionaries where players can look up any words they wish to, before playing them, without penalty. This variant is particularly useful for learning new words.**

## THEME SALITAAN

**Theme Salitaan is good fun. If you are playing during the holiday season, give 5 extra points for every word played connected to that holiday. If you are all great sports fans then try to play words connected with sport, etc.**

## RECYCLING BLANKS

**Blanks normally cannot be moved once they have been played. In this variation, at the beginning of your turn you may exchange a blank on the board if it matches a letter on your rack. However, you must use the blank immediately in that turn!**

## SHORT VERSION

**If you are short on time, you can shorten the game by agreeing to limit the game to a certain number of turns.**

# Join the SALITAAN Community!

## Philippines SALITAAN Players Association

The Philippines SALITAAN Players Association is a community of tournament, club and avid home players of the SALITAAN Brand Crossword Game. We foster an atmosphere for people of all skill levels to play their favorite game, improve their abilities and above all, meet people who share a similar love of the game. Join PSPA and play in our official clubs and tournaments across the Philippines.

Go to [www.pspa.com.ph](http://www.pspa.com.ph) for more information about PSPA

## School SALITAAN Program

SALITAAN has positively impacted participating kids by strengthening their vocabulary and use of Tagalog!

It is easy to start a SALITAAN SCHOOL CLUB! You can win prizes and national recognition of your school.

Go to [www.pspa.com.ph](http://www.pspa.com.ph) for more information about School Clubs

### Contents:

**1 Gameboard**

**150 Wooden Letter Tiles**

**4 Tile Racks**

**2 Drawstring Letter Bags**