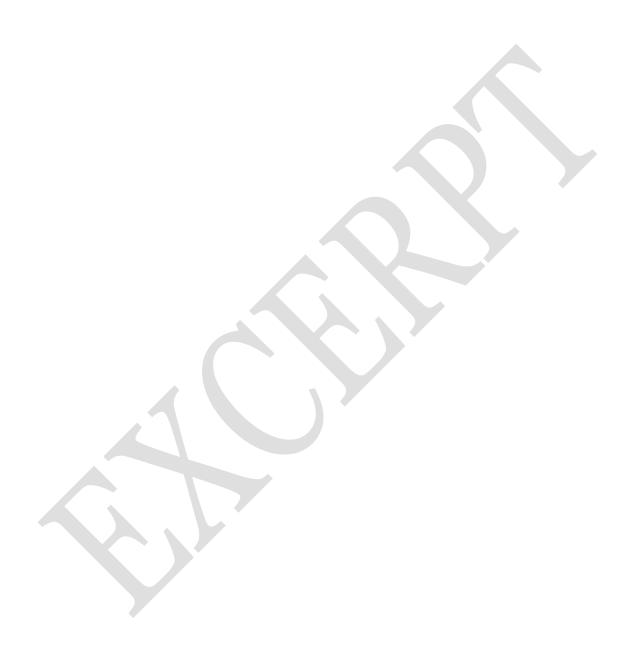
The Winner's Guide To Words With Friends ™

REVEALED: MASTERFUL TIPS, TRICKS AND SECRETS

By Gene Derumor



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The 3 Elements That Will Make You a Winner

Although it is primarily played on computers and handheld devices, Words With Friends $^{\text{TM}}$ is more accurately categorized as a board game. A common misperception of the game is that it is purely a game of memorization – the one who knows the most words wins.

The game is popular and successful because it is easy to play. Put some letters down, make a word, and score points—this is where beginners make their first assumption and ultimately their first mistake.

Beginners' first inclination is to play the longest word they can find in their rack hoping to score the big points.



Wrong Assumption – Playing longer words will score the most points. My longest word to date only got me 42 points.

Winning in Words With Friends [™] can be attributed to three elements: **Luck**, **Memory and Board & Tile Management**, in exactly that order.

Element One: Luck

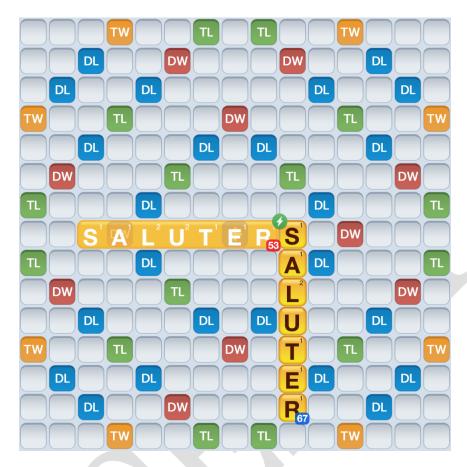
Surprise! Luck plays the strongest part in the outcome of your game. After all, your tiles are randomly placed in your rack by the game's algorithm. Luck—both good and bad—is a large part of what will determine what words you can make on your next play.

You feel the adverse effects of this randomness when:

- You end up with a rack full of only consonants or only vowels
- Your opponent opens up a fat juicy opportunity on an orange Triple Word square and you can't make a strong play with the tiles in your rack. Of course, as it usually happens, if you fail to take advantage of this opportunity, your opponent likely will
- You swap some undesirable tiles and end up with tiles that are equally worthless. Surprisingly, it's a fairly common occurrence to swap a tile or two out and get the same exact tiles back from the bag!

Some games ultimately *feel* as though the tile gods are completely against you and you can't make any headway against your opponent. Luckily, the tricks in this book will help you *make better plays despite getting tile that are low-scoring or difficult to play*.

Sometimes, weird, unlikely things happen:



What are the odds of both players having almost identical racks?

Element Two: Memory

How good are you at remembering words? This is where your memorization skill comes into play. Your ability to remember, recall and reuse words is paramount. Classic strategies suggest you should commit to learning various word lists to strengthen your game.

You may have seen or heard of these word lists:

- All the *two-letter* words
- All the *three-letter* words
- All the words that begin with the *heavy hitters*: J, Q, X and Z
- And so on...

I am not going to give you these word lists in this book. There are plenty of resources online and numerous books available devoted to this.

Knowing all the words in these lists, especially the obscure ones, will definitely help you make great plays and score higher. Knowing these words will make you a standout against your opponents and I highly recommend knowing these words in these lists. This is the first element of the game you can control.

Ultimately, the player who knows the most words has the best chance of winning. Knowing how and where to place the words on the board for the most points is another skill intimately related to the skill of memorizing a large vocabulary.

Element Three: Board & Tile Management

Most of the players I've encountered playing Word With Friends $^{\text{TM}}$ (and remember, *I'm an active player of the game*) fall under two categories:

- Players who have a good grasp of this concept. I tend to have long-standing rivalries with these players, constantly hitting the *Rematch* button after each game completes
- Players who don't understand tile management. These players play one match, carelessly open up premium opportunities and misuse their tiles. Then, they're stymied as to why their score lags behind mine and resign.

You have the most control over this element *during the game* and is the one element you should attempt to master. The majority of the ensuing suggestions in this book will fall under smart tile management.

Mastering this element of the game will:

- Enable you to make high-scoring plays in *almost* any situation
- Allow you to make *Rack Flushes** regularly
- Control the board and limit your opponent's ability to outplay and outscore you
- Teach you when to use—or **not** use—the premium squares (DL, DW, TL, TW)
- Allow you to turn a bad rack into a more playable rack while doing all of the above

*Rack Flushes are plays made by using all the tiles in your rack. Words played in this manner earn you a bonus of 35 points!

I will refer to these three elements throughout the book in the various tips and tricks you will learn.