

DO DOT HOT WORD GAME

Playing Grid and Score Sheet

Player One		Player Two		Player Three		Player Four	
Turn 1 Total		Turn 1 Total		Turn 1 Total		Turn 1 Total	
Turn 2 Total		Turn 2 Total		Turn 2 Total		Turn 2 Total	
Turn 3 Total		Turn 3 Total		Turn 3 Total		Turn 3 Total	
Turn 4 Total		Turn 4 Total		Turn 4 Total		Turn 4 Total	
Turn 5 Total		Turn 5 Total		Turn 5 Total		Turn 5 Total	
Turn 6 Total		Turn 6 Total		Turn 6 Total		Turn 6 Total	
Turn 7 Total		Turn 7 Total		Turn 7 Total		Turn 7 Total	
Turn 8 Total		Turn 8 Total		Turn 8 Total		Turn 8 Total	
Turn 9 Total		Turn 9 Total		Turn 9 Total		Turn 9 Total	
Turn 10 Total		Turn 10 Total		Turn 10 Total		Turn 10 Total	
Game Total		Game Total		Game Total		Game Total	

The Rules for DO DOT HOT

In the Do Dot Hot word game, a short seed word is chosen and players connect new words to it and to the played words by either adding a letter or changing a letter. The name of the game exemplifies this. The seed word DO is changed to DOT by adding a letter. The played word DOT is changed to HOT by changing a letter.

- Each player receives one point for each word added, whether by adding or changing a letter. 2. A player plays until he or she cannot think of another word to add.
- Only one letter can be changed or added at a time. (DATE to MATE but not DATE to VALE.) A player cannot both add a letter and change a letter to make a new word.
- Letters cannot be rearranged in the new word. (PINK to PINE but not PINK to PIKE or PLANT to PLATE.) 5. Slang spellings are not allowed (NITE, TITE, THRU.)
- A standard desk dictionary or online dictionary should be named as the authority before the game begins. 7. Pluralizing (adding an S, as in POT, POTS) or past tencing (adding a D, as in CITE, CITED) to get a new word is not permitted, unless players agree in advance by declaring "Plurals and Past." 8. A word already on the playing grid cannot be used again in a later transformation. 9. The new word must be added in a grid space next to the word it is transforming. If there is no free grid space, there is no play. A player is permitted to change direction on the grid to use free space as long as the newly played word is still next to the seed word. 10. When a player has a turn, he or she may use any word on the grid as the seed and continue to add words according to the rules until either the player cannot think of any more or runs into an occupied cell. When none of the players can add any words, the game is over and the player with the highest number of points wins. 11. The seed word can be placed anywhere on the grid. Upper left or the center of the grid are two good locations.

See virtuallsalt.com/DoDotHot.html for more information, hints, and tips about DO DOT HOT.