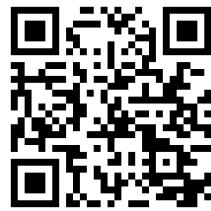


BOGGLE



U	E	S	L
I	T	O	M
I	D	E	T
E	S	I	B

Find words of 3+ letters by connecting adjacent cells

Solutions

63 words of 3 letters (1 points):BED; BES; BET; BID; BIS; BIT; DEB; DEI; DIB; DIE; DIS; DIT; DOE; DOL; DOM; DOS; DOT; EDS; EMO; EMS; EST; IDE; IDS; ITS; LOD; LOS; LOT; MED; MES; MET; MOD; MOE; MOL; MOS; MOT; ODE; ODS; OES; OLM; OMS; OSE; SED; SEI; SET; SIB; SIT; SOD; SOL; SOM; SOT; TED; TES; TET; TID; TIE; TIS; TOD; TOE; TOM; TOT; TUI; UTE; UTS.

92 words of 4 letters (1 points):BEDE; BEDS; BETE; BETS; BIDE; BIDI; BIDS; BISE; BITE; BITO; DEBT; DEMO; DESI; DIEB; DIES; DIET; DITE; DITS; DOES; DOLS; DOME; DOMS; DOSE; DOST; DOTE; DOTS; EDIT; EIDE; EMOS; ETUI; IDEM; IDES; IDOL; ISIT; ITEM; LODE; LODS; LOME; LOSE; LOST; LOTE; LOTI; LOTS; MEDS; MESE; METE; METS; MODE; MODI; MODS; MOES; MOLS; MOSE; MOST; MOTE; MOTI; MOTS; MOTU; ODES; OLMS; SETS; SIDE; SITE; SITS; SLOE; SLOT; SODS; SOME; STED; STEM; STET; STIE; STOT; TEDS; TEMS; TETE; TETS; TIDE; TIDS; TIED; TIES; TODS; TOED; TOES; TOME; TOMS; TOSE; TOST; TOTE; TOTS; UTES; UTIS.

52 words of 5 letters (2 points):BEDES; BESIT; BETES; BETID; BIDES; BIDET; BIDIS; BITES; BITOS; DEBIT; DEMOS; DIETS; DITES; DOEST; DOMES; DOTES; EDITS; EIDOS; EMOTE; IDOLS; ITEMS; LODES; LOMED; LOMES; LOTES; MEDII; METES; METIS; METOL; MODES; MODII; MOSTE; MOTED; MOTES; MOTET; MOTIS; SITED; SITES; SLOES; SMOTE; STEDE; STEDS; STIED; STIES; TEIID; TEMSE; TETES; TIDES; TOMES; TOTED; TOTEM; TOTES.

16 words of 6 letters (3 points):BEDSIT; BESIDE; BESITS; BETIDE; BETISE; BIDETS; DEMOTE; EMOTES; METOLS; MOTETS; SETOSE; STEDES; TEIIDS; TIDIES; TODIES; TOTEMS.

7 words of 7 letters (5 points):BEDSITS; BETIDES; DEITIES; DEMOTES; SEITIES; TEDIEST; TIDIEST.

Game Rules:

- Find words from **adjacent** letters (horizontally, vertically, or diagonally)
- Words must be **3+ letters** long
- Cannot use the same cube twice in one word
- Duration: **3 minutes**

Scoring:

Letters	Points
3-4	1
5	2
6	3
7	5
8+	11

If multiple players find the same word, it is removed from all lists.