

Tile Trinity

A Scrabble® Story


Story



A 1-point tile, L 1-point tile, A 1-point tile, N 1-point tile, A 1-point tile, B 3-point tile, B 3-point tile, A 1-point tile, D 2-point tile, E 1-point tile, S 1-point tile, A 1-point tile.

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Pencil



R 1-point tile, A 1-point tile, M 3-point tile, M 3-point tile, E 1-point tile, R 1-point tile, M 3-point tile, A 1-point tile, R 1-point tile, T 1-point tile, I 1-point tile, N 1-point tile, E 1-point tile, Z 10-point tile.

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Alan Abbadessa and Rammer Martínez

TILE TRINITY is featured in *The Comicbook Artists Guild Anthology #4*, available at Midtown Comics, St. Mark's Comics, or you may purchase it online at the Dimestore Productions store (dimestoreproductions.com/catalog).

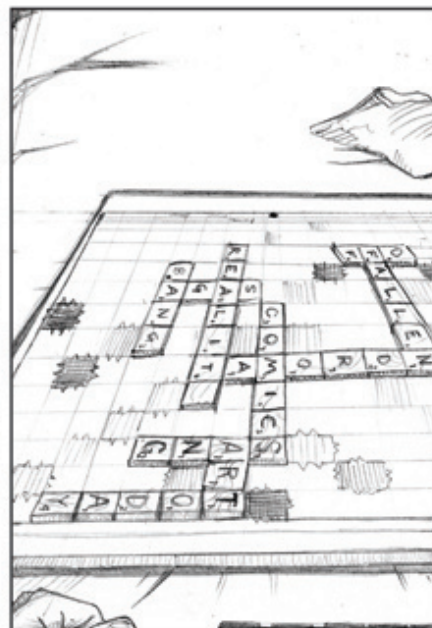


TILE TRINITY

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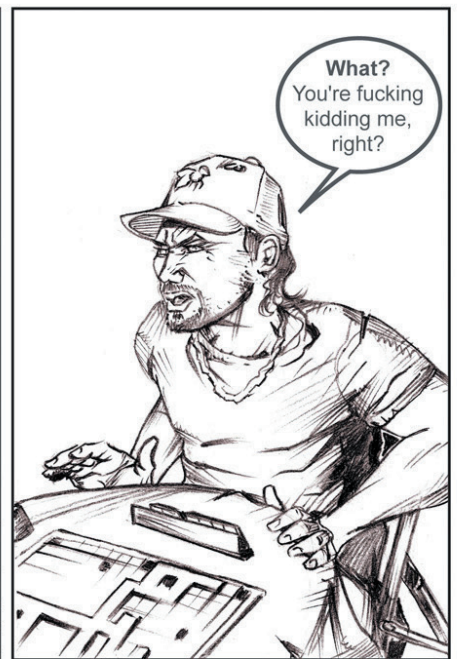




G-O-D...
Five points.



Challenge.



What?
You're fucking
kidding me,
right?



No.
You can't use God...
God's a proper
noun.

Bullshit.
"John" is a proper noun.
"George" is a proper noun.
"God" isn't.



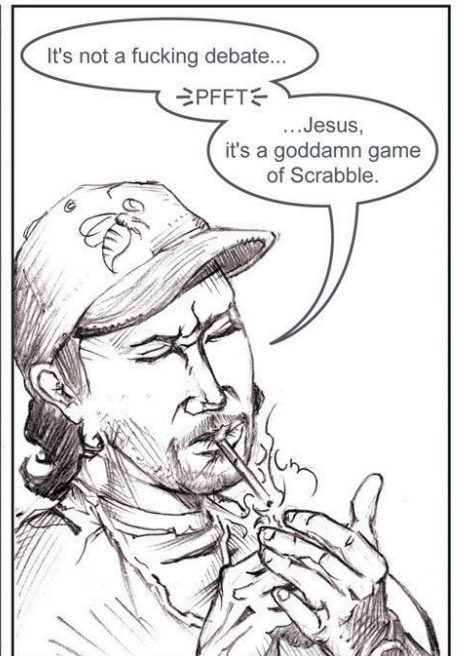
What makes Him
any different from
you or I?



The fact that
he's not a he.
God's not a guy;
it's a concept.



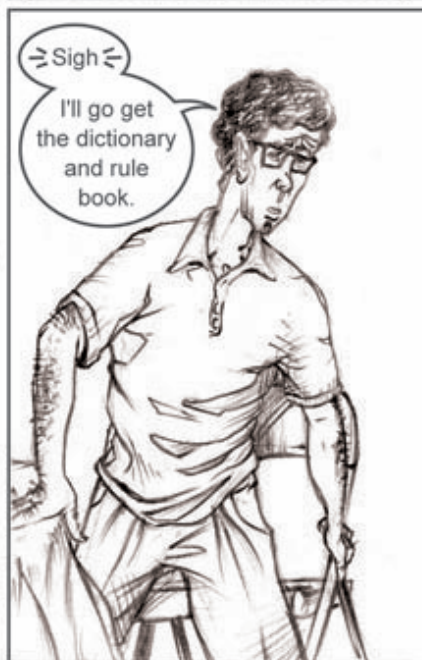
Don't start that shit Harry.
I don't want this to turn into
a fucking religious debate.

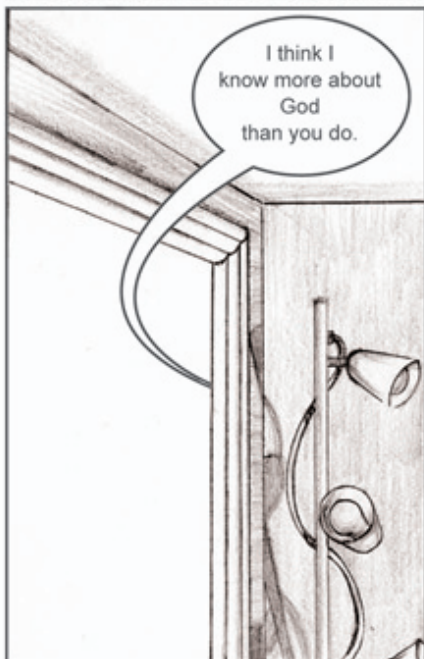
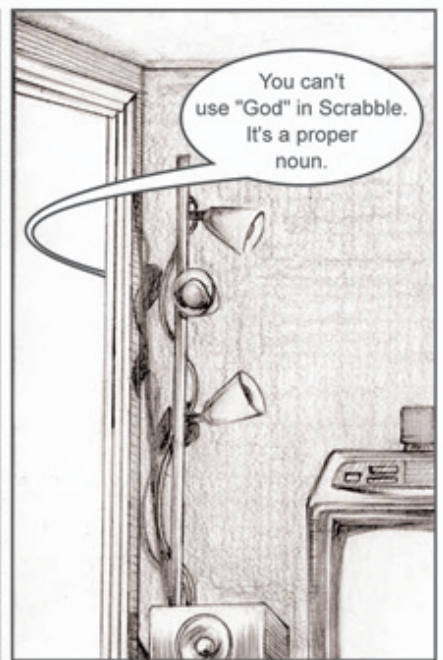
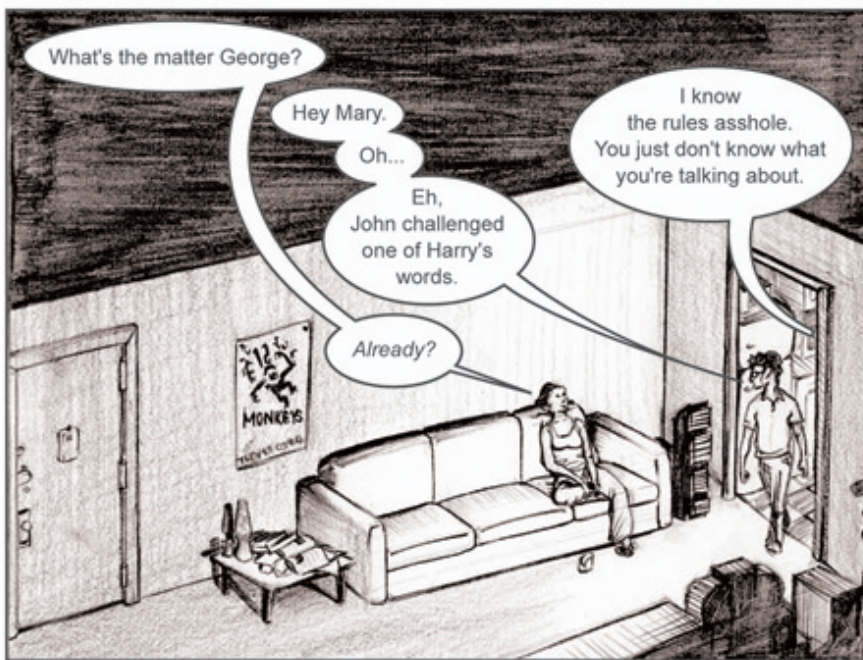


It's not a fucking debate...

≡PFFT≡

...Jesus,
it's a goddamn game
of Scrabble.









7. The two blank tiles may be used as any letters. When play blank, the player must state which letter it represents. It remains that letter for the rest of the game.

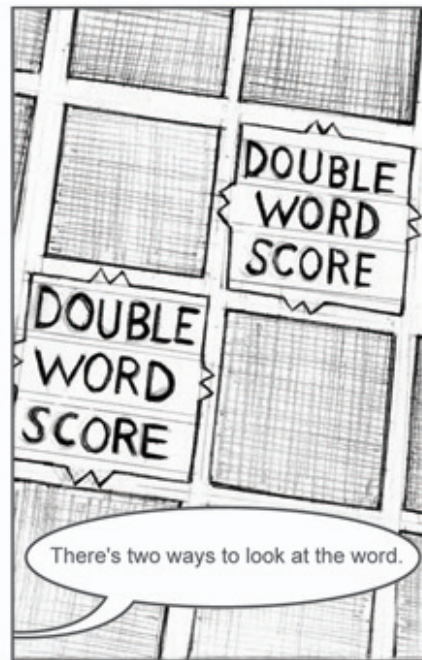
7. A player may use a turn to exchange all, some, or none of the letters in his or her rack. To do this, place your discarded letter(s) facedown. Draw the same number of letters from the pouch, then mix your discarded letters with those remaining in the pouch. This ends your turn.

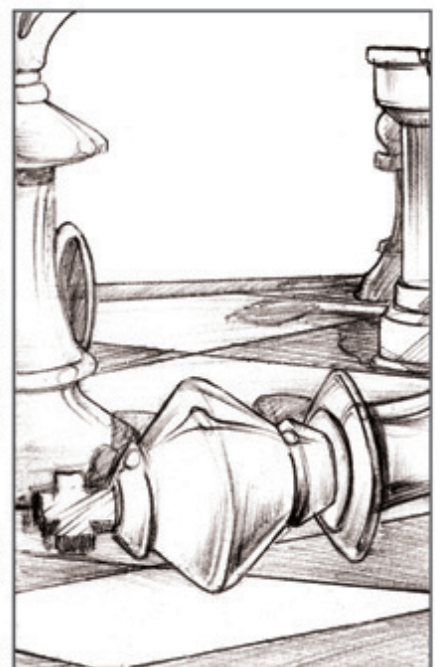
8. Before the game begins, the players should agree upon the dictionary they will use, in case of a challenge. All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe.

Any word may be challenged before the next player starts a turn. If the word challenged is unacceptable, the challenger takes back his or her tiles and loses that turn. If the word challenged is acceptable, the challenger loses his or her next turn. Consult the dictionary for challenges only.

9. ENDING THE GAME: The game ends when all letters have been drawn and one player uses his or her last letter; or when all possible plays have been made.







Alan Abbadessa and Rammer Martínez have worked together on a number of projects over the past few years. Together they self-published the anthology magazine *The Mind's Overflow*, which was on display at The Baltimore Museum of Art as part of the *Cram Sessions: 02 Dark Matter* exhibit. Tile Trinity was published in *The Comicbook Artists Guild Anthology #4*, released this year.

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