



RULES

CONTENTS:

61 single letter cards
17 double letter cards
2 wild cards

Players: 2+

THE AIM OF THE GAME:

Quickly find words from letter cards being dealt on the table. The first person to shout out a word using at least three cards wins those cards. The player with the most cards at the end of the round wins a point. The player with the most points at the end of the game is the winner.

SET UP:

1. Choose someone to deal first. Each player will be the dealer for one round, so it doesn't matter who deals first. Dealers can play while they're dealing.
2. A game lasts for as many rounds as there are players.

PLAYING THE GAME:

1. After shuffling the cards, the dealer lays out letter cards, face up, one at a time, on the centre of the table.
2. As the dealer's laying out the cards, all players search for words among the letter cards on the table. When a player finds a word (using at least three cards) he or she shouts out the word.
3. When the dealer hears a word, he or she pauses to check the word (see "permitted words").

- if the word is permitted, the player who shouted the word out takes the cards used to spell the word.

- if the word is not permitted, the player who called out the word does not receive any cards and the dealer provides each of the other players with a card from the deck.

4. Play carries on until all of the cards have been dealt out. This is the end of a round.
5. Players count how many cards they have won. The player with the most cards wins a point. The dealer then collects the cards and passes the deck to the player on their left.
6. The game continues following step 1 – 5 until each player has dealt one round.

WINNING THE GAME:

The player with the most points after all the rounds have been played wins the game.

EXTRA INFORMATION:

1. The speed at which the cards are dealt out is up to the dealer.
2. If more than one player shouts out a word at the same time, it's up to the dealer to decide who shouted out first.
3. If the last cards on the table can't be used to form a word, the round is ended and they're not included in the scoring.
4. To make the game harder, increase the number of letters needed to form a word.
5. For a closer game, every winner of a round has to increase the number of letters required to form a word by one letter in the next round.

PERMITTED WORDS:

- Words must be formed using three or more cards (not three or more letters). For example, the word 'THE' would be acceptable if it was formed using only the 'T', 'H' and 'E' cards and not the 'TH' and 'E' cards.
- Double letter cards must be used as they appear. They cannot be rearranged or separated. For example, the cards 'CH', 'A', and 'S' cannot be used to spell CASH, because the S and the H would have been separated.
- Any word found in a standard English dictionary is allowed, except words that are capitalized, abbreviations, and any words that have apostrophes or hyphens.
- Wild Cards can be used in place of any one letter, in any position in a word.