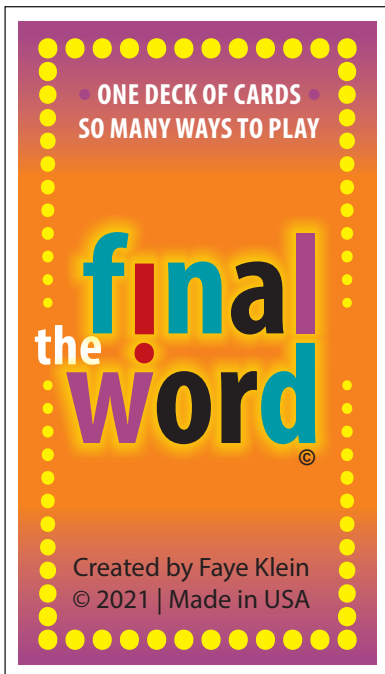


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The Final Word - All Games

Deck: 120 alphabet cards in the deck:

A-12, B-2, C-5, D-4, E-13, F-2, G-3, H-3, I-8, J-1, K-1, L-6, M-3, N-7, O-8, P-4, Q-1, R-9, S-6, T-7, U-5, V-2, W-3, X-1, Y-3, Z-1

1 = 1 point **2** = 2 points **3** = 3 points **4** = 4 points

Opt to speed up play by imposing a 2-minute time limit.

Start: Players draw a card and the closest to "A" goes first. Subsequent play is clockwise.

Hands: Players draw and retain 10 cards (replenish played cards) for all games until deck is used up. All words must be a minimum of 3 letters.

Scoring: Point values are cumulative *unless otherwise noted in specific games.*

Challenges: Use an agreed-upon dictionary. If a word is legitimate, challenger loses a turn. If it's not a word, player loses their turn.



Can't Make a Word?: Trade in up to 5 cards *depending on the game* from remaining deck and re-shuffle. Player sacrifices their turn.

Card Moves: "Moves" are game specific, and must include *at least 1 letter from the previous turn without changing its relative position unless otherwise indicated.*

- +** **Add/Insert** - place letters before, after, and between letters on the board
- Ⓞ** **Overlay** - place letters on top of letters in the word as long as one of the letters is part of the new word (you can't cover up *every* letter on the board)
- ↔** **Give&Take** - trade a card on the board for a card in hand
- §** **Split*** - splits 1 word into 2 or more words as long as *at least 1* of the words was changed by a card in player's hand. Game continues with multiple words in play. Points only apply to new/changed words.
See specific game rules for exceptions.
- Ⓛ** **Duplicate** - placing the same letter atop letter in current word. In some games, duplicates may not receive a score.

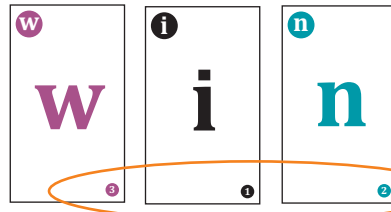
No: proper names, acronyms, abbreviations or contractions.

**Splits in Split Run Game must include 2 sequential letters in each new word.*

Hint: *In most games words are lengthened and the order of letters cannot change.*

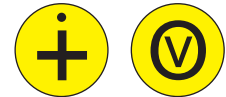
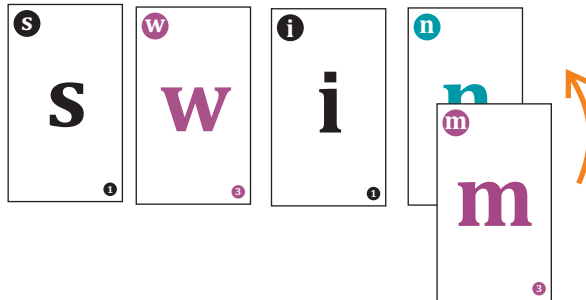
Opt to speed up play by imposing a 2-minute time limit.

Examples Of "Moves" In Play



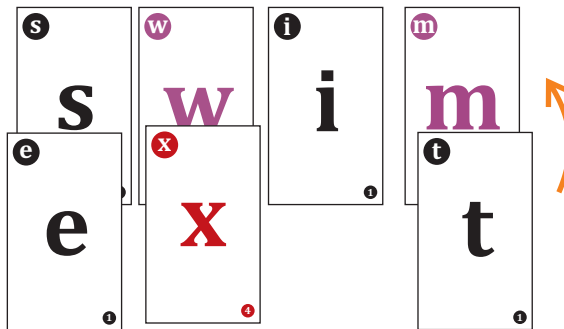
1. Begin with a 3 letter word.
Score: 6 points

Each Game Has Specific Moves



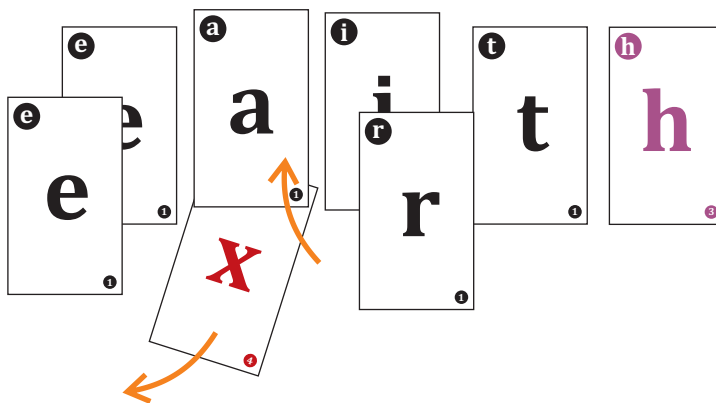
2. Add: **s**
Overlay: **m**

Overlays Cannot Cover Every Card

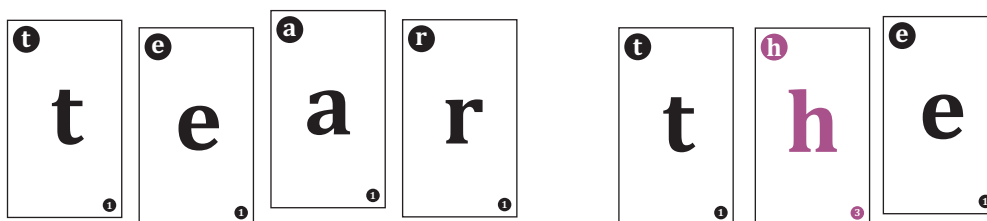


3. Overlay: **e, x, t**

Duplicates Are Best to Get a Fresh Card



4. Duplicate: **e**
Give&Take: **x-a**
Overlay: **r**
Add: **h**



5. Add: **t, e**
Split: add score from all new words

Splits May Vary from Game to Game.

3-4-5 (2-4 players)



How to Play: Each player has the chance to compose 3 words sequentially from 3-5 letters during each turn.

Player 1 begins by spelling a 3 letter word. Same player takes a card from the deck to add to their hand. Player must change the word on the board to a 4 letter word. If successful, player gets 2 more cards from the deck and must change the word on the board to a 5 letter word. If successful, player removes all cards from the board* and replenishes cards for a new hand of 10.

If a player cannot make a 3 or 4 or 5 letter word, the next player(s) gets the chance to take over from the last player's word to complete the pattern. If no player can make it to a 5 letter word, cards on the board can either be shuffled back into the deck or declared dead and taken out of play. Game ends when deck is used up and no player can complete the 3 - 4 - 5 sequence.

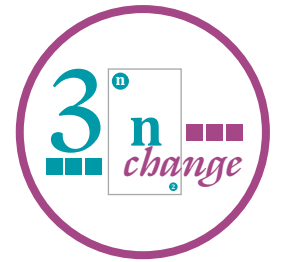
*There are 2 scoring methods (*Play strategy will change based on how you choose to score!*):

1: Each card taken is 1 point. Player with the most cards wins.

2: Cards are worth their actual marked value and total value wins minus cards still in hand.



3 'n Change (2-6 players)



How to Play: Player 1 spells a word from cards in hand and receives point score for that word. The following player(s) must change the word on the board using at least 3 cards from his/her hand combined with at least 1 letter in the previous word without changing the relative order of the letters.

Each letter replaced/not used is taken back into the active player's hand. If player succeeds in changing the word, player can create a new word from remaining cards in hand. Player gets the points for both words. The first (changed) word is then removed and the next player works on the new word.

If a player **cannot change the word** as required, the player can trade 3 cards (add to bottom of deck) for 3 cards from top of deck and lose a turn. If player changes the first word but cannot make a new word from remaining cards, the first word stays in play.

Players replenish their cards after each turn. Play continues till deck is used up and, either one player uses all cards, or no players can make a word. Unplayed cards are subtracted from totals. High score wins.



5 to 5 (1-4 players)



How to Play: For a single player, start by spelling out a 5 letter word from cards in hand. Replenish cards from deck as cards are played.

Continue to spell (5 letter) words during each round using overlay and/or duplicate, as long as 1 of the letters from the previous word is included in the new word without changing its relative position for that turn.

In other words, the player cannot overlay cards on all 5 letters of the previous word.

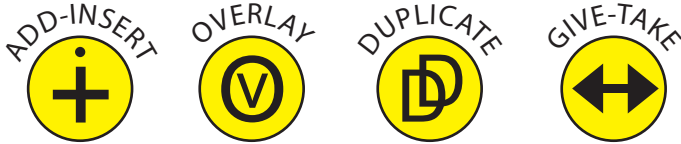
Continue to create words throughout the game with the goal of using every card in the deck.

For more than 1 player, follow the same pattern of play, and:

- play as a knockout – player that cannot make a word during their turn is out,
- or score every word made per player and subtract cards left in hand at the end of the game.



5 Up (2-6 players)



How to Play: For every turn, each player must spell a word that has a cumulative value of 5 points or more.

Players may “change” the previous word on the board or create a new word (discard previous word) from cards in their hand.

Players only receive points for a word with a value of 5 or more.

Game ends when deck is depleted and players can no longer make a word. High score wins. Unplayed cards are subtracted from scores.



3-2-1 (2-6 players):

How to Play: Each player spells out as many individual words (3 words, 2 words or 1 word) from the 10 cards in hand during each turn. Remember that all words must be at least 3 letters.

Players accumulate visible point score **plus** bonus points as follows:

1 point per letter in longest word (ranges from 3 to 10 if all cards are used in a single word).

Alternate play until all cards are used or cannot be used. Highest score wins.



Break Up (2-6 players)



How to Play: Player 1 (*only*) spells 2 words from hand and chooses which word accounts for his/her score and removes the cards.

All the following players must “break up” the remaining word (*split without changing the relative order of the cards*) and complete 2 words using at least 1 card for each word from hand. When complete, current player chooses which of the 2 words remains in play for the next player to break up. Remove the other word for player’s points.

Game ends when all players are out of cards or stuck. Unplayed cards are subtracted from players’ totals. High score wins.

Variation - Breakups Are Hard! For a more challenging game, add this snag to scoring: As long as both *new* words are a minimum of 4 letters, the active player chooses which word accounts for his score and removes it from the board. If either of the new words is *only 3 letters*, the player will only get points for the *lowest* scoring word.

The following players continue with the remaining word.

Splits can occur at *any* point in the active word. If a player *cannot* create 2 new words, player may:

- trade in up to 5 cards (reshuffle deck) and lose a turn or,
- change 1 word, add leftover cards to deck and receive no score



Double Cross (2 players)



How to Play: Both players spell a word from the cards in hand and receive the points for them.

Whichever player was first **must move all duplicate letter(s)** from their original word and overlay them onto opponent's word.

After the duplicates, player can use as many letters leftover from the word on the board to **change** opponent's word as long as at least one of the original letters (including duplicates) remains part of the new word without changing the relative order of the letters. The goal is to reduce the number of letters left on the board because...

Player 1 must **also** complete a new word with letters leftover from the first word and cards in hand. Player receives points for both **new** words.

Player 2 must do the same...move duplicates to the top of newest word, add/overlay leftover letters to create a new word if possible and complete a new word with remaining letters without changing the relative order.

Play alternates until all cards are used up, or when a player uses all the cards in hand, or nobody can make a word at which point the game ends.

Unplayed cards are subtracted from totals. High score wins.



Eight It All (2-6 players)



How to Play: Player 1 spells a word from cards in hand. The following players must change the word using one or more of the permitted moves. Each player receives the score from **new** word.

Players may duplicate letters but will only receive points for *cards played* – not the whole word. *Players must change the word to receive points for the whole word on the board.*

Any player that achieves a word that is 8 letters long or more:

- receives total visible score and removes the cards
- replenishes cards played and,
- starts a new word **and receives an additional score.**

If any player cannot play a card(s) during their turn, they may pass or trade in up to five cards.

Game ends when deck is used up and all players pass. Unplayed cards are subtracted from totals. High score wins.

Game Variation: "Take 10"

Any player that achieves a word that is 10 letters long or more, receives total visible score, removes the cards and can start a new word from replenished cards and receive an additional score.

If any player cannot change the word during their turn, they may pass or opt to remove visible word, start a new word **but receive a penalty of all visible points in previous word.**



End to End (2-6 players)

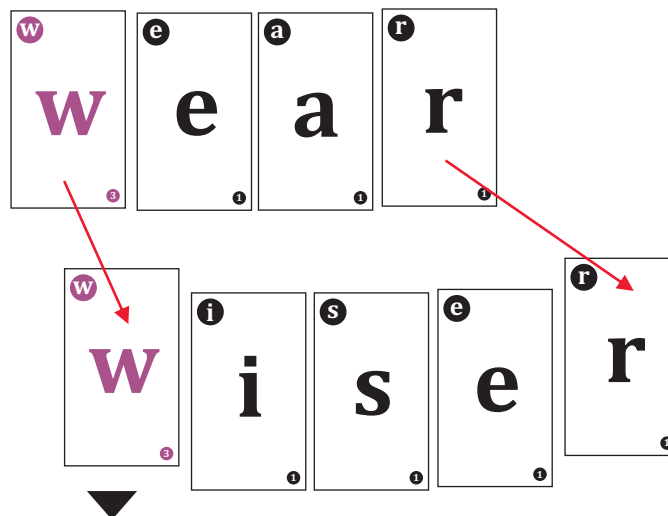


How to Play: Player 1 spells two words from cards in hand and receives point score from both words. The next player chooses which word to change. The other word is removed. Players must complete a word using the same first letter and same last letter (both ends) from the word in play on the board. Players receive the points from the *changed* word and can spell a *new* word from remaining cards in hand **for an additional score**. The first word is removed and the second word is “in play.”

If a player cannot complete an “end to end” word, they may spell a word from their cards in hand and receive the point score or trade in up to five cards and lose a turn. The last word on the board is “in play.”

Game ends when deck is used up and all players pass. Cards in hand are subtracted from players’ scores.

Example:



First Base (1 player)



How to Play: Spell a word from cards in hand.

Take the last letter of the word spelled and place it either *before* or *on top* of the first letter of the word. By using any combination of the permitted moves, use the cards in hand and visible cards on board *in their relative position* to create a new word.

For every turn, the last letter of the previous word becomes the first letter of the next word.

Placing the last letter of the word on the board **before the first letter** can allow for longer words. Placing the last letter **on top of the first letter** can shorten the next word played.

The object is to use all the cards in the deck and finish with a complete word.



First Place (2-4 players)



Essence of the Game: For each player's turn, the first letter of the word on the board must be moved to a new location and be part of the next created word.

How to Play: Player 1 spells a word from cards in hand and receives visible point score.

The following player must move the first letter (using insert or overlay moves) and then complete a new word *that includes the previous first letter*. Player receives score, removes the word and can start a new word from remaining letters in hand and receive the point score from that word as well.

All following players must:

- first move the first letter to a different location
- then complete a new word that includes that letter
- receive score and remove word
- start a new word from cards left in hand.

If any player cannot perform both actions – change first word and start a new word, they are knocked out of the game and their cards are added to remaining deck.

Play until deck is used up and players are knocked out. High score still wins.



Grab and Grow (2-6 players!)



How to Play: Player 1 spells a word from cards in hand and receives corresponding point score. The following player(s) must change the word using **Give-Take** to receive a point score, with or without adding/inserting letters from cards in hand.

The Key to the Game: *Give-Take* means that for every letter replaced in a word, the active player takes the letter that was on the board back into his/her hand, while at least one of the original letters remains part of the new word. **Players will only receive a score for words that have utilized a Give-Take move.**

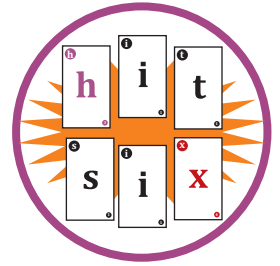
Letters "taken" cannot be played in the same round. Active player removes "taken" cards from the board until finished and then adds cards to hand. Replenish cards from deck to maintain 10 cards.

Another Twist! When a(ny) word reaches 6 or more letters, the following player can opt to split it in the middle, but must finish both words using a Give-Take move in each. Continue with multiple words in play.

Change is Important. Players can change any/all the words on the board, but words *must be changed* (no duplicates). Players only receive points for words that utilize Give-Take. If a player cannot change any word on the board, they can pass. Game ends when deck is used up or when nobody can change a word on the board - or - cap points at 300 to finish what could be an all-nighter of a game! High score or first to reach cap, wins.



Hit Six (3-4 players)



How to Play: Each player spells a word from cards in hand and receives point score for that word. ***The (3 -4) words will remain on the board through following rounds.***

Again, beginning with Player 1, each player can change every word on the board using the cards in hand and receive points. *The word must be changed to receive a score and at least 1 letter of original word must be part of the new word without changing its relative position.*

Hitting Six: During a player's turn, if a word "Hits Six" letters (or more):

1. player receives the point score for that word and all other words changed during their turn,
2. the six-letter word is removed (taken out of play) and,
3. player can add a word from remaining cards for more points
4. the player's turn ends unless the new word is also 6 letters, allowing player to again add another word from remaining cards.

If a player is unable to add another word, the game continues with fewer words on the board.

Bonus: Players that use ALL their cards in a turn can take 10 more from the deck, add a new word and receive a bonus score.

Play until deck is depleted and no player can create a new word. Unplayed cards are subtracted from scores. High score wins.

Variation: Players that "Hit Six" receive the point score for that word and **only words changed prior to the Hit Six** during their turn. Once they Hit Six and add a new word, their turn is over!

Last Man Standing (1-6 players)



How to Play: Player 1 spells out a word from cards in hand. The following player(s) must use the last letter from the word on the board as the first letter of their new word.

This game can be played with or without scoring. In unscored game (knockout) the last player able to make a word wins.

Scored games permit players to pass a turn or trade in up to 5 cards (add cards to bottom of deck) when needed. Players receive total point value of each word created.

Game ends when deck is used up and when any player uses all their cards or when no players can create a word. Unplayed cards are subtracted from totals. High score wins.



Game Variation: "First or Last"

Last letter can be **first or last** letter of the next word.



Game Variation: "Anywhere"

Last letter can be used **anywhere** in the next word.



Leftovers (2-6 players)



How to Play: Player 1 spells a word from cards in hand. The following players must combine **at least** 1 letter in hand with **at least** 1 letter on the board in any combination to create a **new** word (no duplicates). Letters **NOT** used (left over) by the active player are “taken” (off the board and out of play) by previous player for the points.

Object is to limit points scored by other players by utilizing as many card from the previous word in the new word.

Alternate play until all cards in the deck are used. If a player is unable to “create” a word during his turn, the previous player takes all the cards (and points) and can start a new word. Game ends when all cards are, or cannot, be used. High score wins.

Game Variation: “Use or Lose”

For each word created, player receives total visible point value **minus** the value of the letters NOT used on the board which are removed and out of play. High score wins.

Game Variation: “Leftovers plus Dessert”

For each word created, player receives total visible point value **and the additional points** for the value of the letters NOT used on the board by the following player. High score wins.



OW (2-6 players)



How to Play: Player 1 spells out a word from cards in hand and chooses a vowel and a consonant that the next player must use in a new word in any position. Player receives all points for the remaining letters in the word — **player does not receive points for the letters selected for the next player to use.**

The following player(s) must use at least 1 letter from their hand along with the letters selected by the previous player in their new word.

Play continues in the same way. For whatever word is created by a player, a vowel and consonant is “passed on” to the next player to use.

Game ends when deck is used up and when any player uses all their cards or when no players can create a word. Unplayed cards are subtracted from totals. High score wins.



Positive-Negative (2-4 players)



How to Play: Place 12 piles of 10 cards each face down

Players choose a hand and spell as many words from the hand as possible.

The words created are “positive” – totaled for the score of the player.

Unplayed cards are “negative” and subtracted from each player’s score at the end of the game.

All cards from the hand, positive and negative, are removed and out of play. Negative cards are kept face down, unseen by remaining players.

Play until every hand of 10 cards is used. Subtract negative points from each player’s score. High score wins.



Profit & Loss (2 players)



How to Play: Both players spell out the longest possible word from the cards in hand.

Whichever player used the **most** cards wins the trick, **however** the other player has the *option* to replenish their cards played by taking cards from the board (reducing competitor's point score) or by taking new cards from the deck.

Cards remaining are taken as points by the winner of that hand.

If both players use the same number of cards in a round, each player gets the points for their own word and removes cards from the board.

Play until all cards in deck are used up and players can no longer create words. Unplayed cards are subtracted from totals. High score wins.



Pluck It (2 players)



How to Play: Player 1 requests a specific card from player 2.

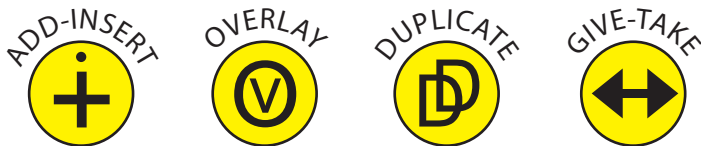
If the card is available, it is given to (plucked by) player 1 and must be used in the player's word. Player 1 receives total point score.

Players alternate "fishing" for a card from the other player's hand. If the opposing player does not have the card requested, active player must spell a word from cards in hand.

Unplayed cards are subtracted from totals. High score wins.



Real Value (2-6 players)



How to Play: Player 1 spells out a word from cards in hand. Player receives 1 point for each visible letter **plus** the value of the highest card in the word.

The following players may *either* change the word played or replace it with a new word (*discarding previous cards*).

Example: Word spelled is “quiet”

Score: 1 point per letter (5 total) plus the value of the letter “q” which is an additional 4 points. Total score is 9.

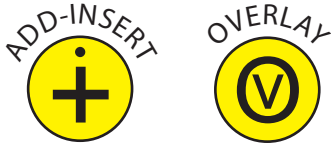
Play ends when a player uses all cards or when nobody can play. Highest score wins.

Note About Duplicates: Duplicates (i.e. playing the same letter on top of one on the board) is a permitted move, but player will only get points if the word is *changed*. The advantage to duplicates is that a player will get new cards for every card played.

Alternate play until all cards are, or cannot be used. Subtract 1 point for every card left in each player’s hand. High score wins.



Red Handed (2-4 players)



How to Play: Red cards take priority in this game.

In regular play, player 1 spells a word from hand and receives score, **BUT if the player has a red card in hand**, that card must be used in the first word.

The following players have two options:

- change a single word on the board, receive score and discard the word, or
- add a new word to the board and receive score.

The number of words on the board will vary because any word that is changed is then removed.

After each turn, when replenishing cards from the deck, any player that is **red-handed** must **use that card at that time** to add an additional word or change one of the words and, if successful, receive an additional score. If a player cannot use the red card, they must use it in their following turn(s) until it is gone before resuming regular play.

*If a player has more than 1 red card, each red card must be used during a turn **before** resuming normal play.*

When deck is depleted, players continue play until nobody can add or change a word. Cards I hand are subtracted from player totals. High score wins.



Run the Table (2-4 players)



How to Play: Player 1 spells a word from cards in hand. To continue, player 1 draws the top card from the unused deck. To stay in play, the card drawn must be used to change the word on the board — with or without using additional cards in hand.

As in the rules for all games, at least 1 letter on the board must be part of the new word.

If successful, player 1 continues to draw cards from the deck until drawn card cannot be used to change the word. The player's turn ends. The card drawn is taken into player 1's hand. All cards on the board are removed and counted (1 point per card) as the player's point score.

Subsequent player(s) follow the same steps beginning with spelling a word from the cards in hand, then drawing cards from the deck to continue to stay in play.

Play ends when the deck is used up. The player who accumulated the **most cards** (not points) wins.

Game Variation: "Turn and Run"

Players begin each turn by drawing a card from the deck which must be used to create their starting word. Use total point score from letters instead of number of cards.



Seeing Red (2-6 players)



How to Play: Pull all red cards (J, K, Q, V, V, X, Z) from deck and place face up in a row throughout the game.

Each player throughout the game must spell a word from the cards in hand and include at least one of the red cards in that word.

Scoring begins only AFTER a player successfully creates a word using every red letter ("v" is used twice).

If a player cannot make a word, they may opt to trade in up to 5 cards from deck and lose a turn. Re-shuffle after any trade. Cards played from hand are removed.

Bonus Score: If any player uses 2 red cards in a new word that is **at least 4 letters**, they receive double the total score. If they use 3 red cards in a word, they get triple the score.

Play till deck is used up and no player can spell a new word. High score wins.

Variation: To play as a "knockout" game without scoring, the first player who is unable to use a red card during their turn is out. In the alternative, the first player to use every red card required wins.



Split Off (2-6 Players)



How to Play: Player 1 spells a word from hand and receives total points for all visible cards.

Following players must change the word by making one or more of the permitted moves — adding, overlaying, splitting* the word into multiple words.

Player receives total points for all new words created.

***Splits require that a minimum of 2 sequential letters from each word on the board be used in each new word without changing their relative order and must be completed by the addition of card(s) from active player's hand.**

For each split, player chooses 1 of the completed split words to remove from board after receiving point score. Remaining words stay in play.

Continue with multiple words in play until deck is depleted. When one player uses all cards in hand, each remaining player gets *one more turn*. Players receive total score for every word affected by a **new** card played. If when split, one or both words are words without adding a card (example: "parsnip" split into "par" and "snip"), player will not receive points unless a word is *changed* by using a card from their hand.

Unplayed cards are subtracted from totals. High score wins.



Split Run (2-6 Players)

*Voted
Most
Favorite
Game!*



How to Play: Player 1 spells a word from hand and receives total points for all visible cards.

Following players must change the word by making one or more of the permitted moves — adding, overlaying, splitting* the word into multiple words.

Player receives total points for all new words created.

***Splits require that a minimum of 2 sequential letters from each word on the board be used in each new word without changing their relative order.**

All split words must be completed by the addition of card(s) from active player's hand.

Continue with multiple words in play until deck is used up. When one player uses all cards in hand, each remaining player gets *one more turn*. Players receive total score for every word affected by a **new** card played. If when split, one or both words are words without adding a card (example: "parsnip" split into "par" and "snip"), player will not receive points unless a word is *changed* by using a card from their hand.

Unplayed cards are subtracted from totals. High score wins.



Take Two (2-6 players)

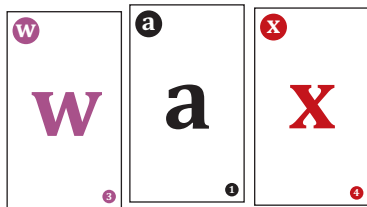


How to Play: Player 1 spells a word from cards in hand. The following player(s) must take 2 letters from the board and use them to create a new word. The value of the remaining letters are the previous player's points.

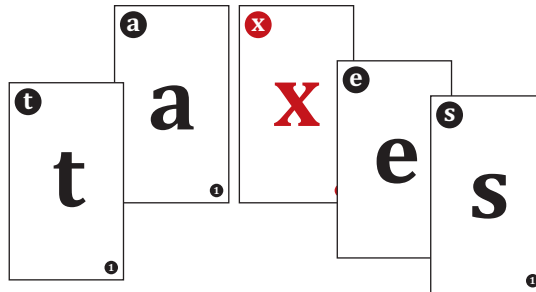
Alternate play until all cards in the deck are used. If a player is unable to "create" a word during a turn, the previous player takes all the cards (and points) and can start a new word. Game ends when all cards are, or cannot, be used. High score wins.

Example of Play

Player 1:



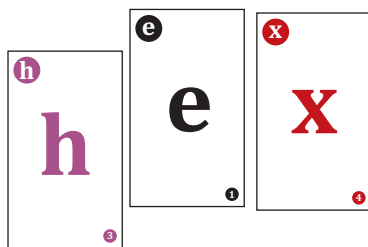
Player 2: takes "a" and "x"



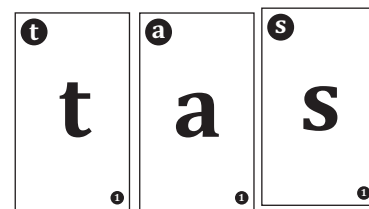
Player 1 gets 3 points



Player 3: takes "e" and "x"



Player 2 gets 3 points



Take 6 (2-4 players)



How to Play: During each turn players must complete 3 words – 1 word per round – from 4 to 6 letters sequentially.

Round 1: Each player spells a 4 letter word and replenishes cards from deck during their turn. Words stay on the board.

Round 2: Each player must change their own 4-letter word to a 5-letter word, during their turn and replenish hand.

Round 3: Each player takes their turn changing their words to a 6-letter word. If successful, player(s) remove letters (each card worth 1 point) and their next turn begins with a 4-letter word again.

If any player during their turn fails to complete their word, the following player(s) have the option to play on previous players' words instead of their own word. All incomplete words stay on the board until a player completes the full sequence.

If no player can complete any word on the board, cards on the board can either be shuffled back into the deck or declared dead and taken out of play.

Game ends when deck is used up and no player can complete the 4 - 5 - 6 sequence. The player with the most cards wins.



Tricked Out (2-6 players)



How to Play: Player 1 spells out a word from cards in hand.

Subsequent players can stay in play if they can change the word using only **one** card from their hand. Duplicates are permitted to stay in the game. The last player who can change the word gets the “trick”. Cards are removed and the same player can create a new word.

Player with the most “tricks” wins.

Alternative: Play the game as a “Knockout”... player unable to use a single card in their hand is permitted to trade in up to 5 cards once during the game. Players (still) unable to change the word are “knocked out” of the game. Subsequent players continue until there is only one player left – the winner!



Turnover (1-6 players)



How to Play: For each player's turn, a card from the unused deck is turned over and must be used by current player in creating a word.

Subsequent players have the *option* to build upon existing word on the board or to discard the visible word and create a new word from cards in hand as long as a card drawn from the deck is used.

Players accumulate points from all words created during their turn throughout the game, *with the exception of duplicates*. A duplication move is permitted — advantage being that a card *played* allows for a fresh card to be drawn from the deck — but the value of the duplicate card is not counted in the score if the word is changed — and a duplicate word (word on the board is unchanged) is not counted in a player's score.

Game ends when deck is used up and all players get one last chance to play words from cards in hand. Unplayed cards are subtracted from totals. High score wins.

