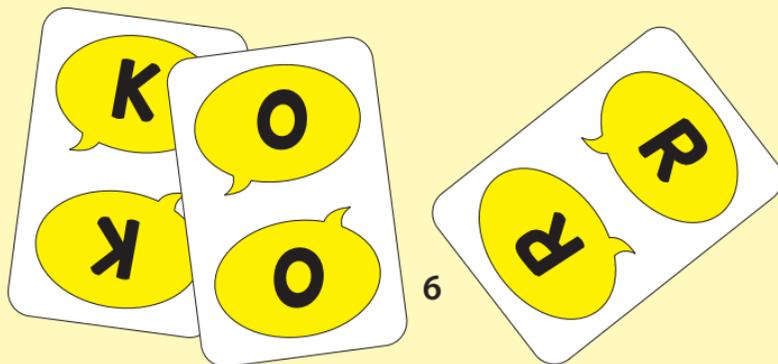


Allowable Words

- Words must be formed using three or more cards - not three or more letters. For example, the word "END" would not be acceptable if it was formed using only the "E" and the "ND" cards.
- Words cannot use any letters not pictured on the cards. For example, the cards "R" "O" and "K" cannot be used to spell "ROCK" if there wasn't also a "C" card.
- Words can be formed using the letter cards in any order, regardless of their location on the table.
- Double letter cards can be used in any position within a word, however they must be used as they appear. They cannot be rearranged or separated. For example, the cards "SH" "U" and "E" cannot be used to spell "HUES" because the "S" and the "H" would have to be separated.

5

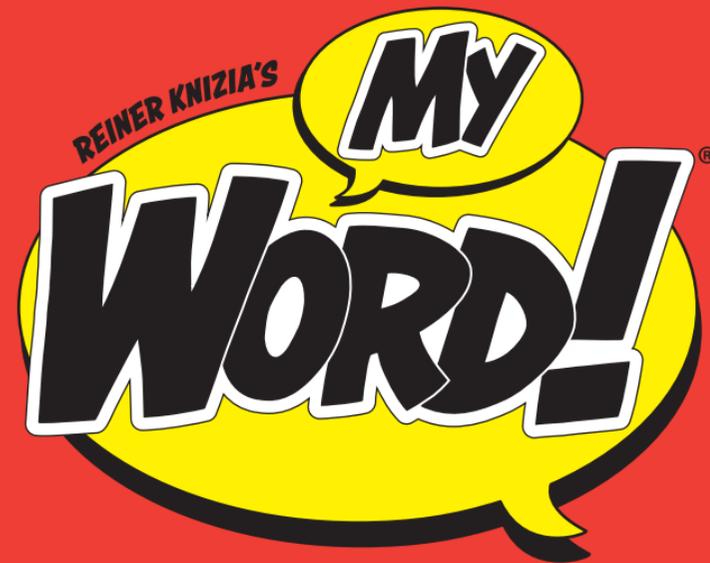


- All words found in a standard English dictionary are allowed, except words that are capitalized, foreign language words, abbreviations, and words requiring apostrophes or hyphens.
- Plural and past tense words are allowed.
- Single wild cards "?" can be used in place of any one letter, in any position. Double wild cards "??" can be used in place of two adjacent letters in a words; the letters do not have to be the same. For example, the "M" and "K" cards could be combined with a double wild card "??" to form "MASK"



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72 Cards
Score Pad
Pencil
Rules

Object

Earn points by quickly finding words from letter cards being dealt to the center of the table. The player with the most points wins the game.

Setting Up

1. Write each player's name on the score pad.
2. Choose a player to be the first dealer.
 - Each player will deal the cards for one round, so the choice of who deals first is not important. A game consists of as many rounds as there are players.
 - Apart from dealing the cards, the dealer acts like any other player during the round, and does earn points.

1

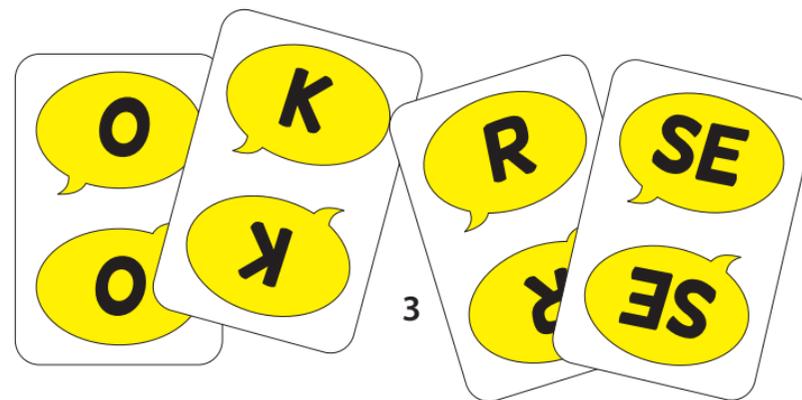
Playing the game

1. After shuffling, the dealer places letter cards, face up, one at a time, in the center of the table.
2. As the dealer is placing cards, all other players search for words using the letter cards on the table. When a player finds a word, using at least three cards, he or she calls out the word.
3. When the dealer hears a word, he or she pauses to check the word (see "Allowable Words" on page 5 and 6):
 - If the word is allowed, the player who called out the word collects the cards used to spell the word.
 - If the word is not allowed, the player who called out the word does not receive any cards and all other players take a free card from the table. If there are not enough cards on the table, the dealer provides them from the deck.

2

4. Play continues until all of the cards have been dealt. This is the end of the round.

5. Players receive one point for each card they have collected. The dealer records the points on the score pad, collects the cards, and passes the deck and score sheet to the player on the left.
6. The game continues following steps 1-5 until each player has dealt one round.



Notes

- The placement and speed at which the cards are dealt is left to the judgement of the dealer.
- If more than one player calls out a word at the same time, it is up to the dealer to determine which word or voice he or she heard first.
- If the last cards on the table cannot be used to form a word, they are not included in the scoring.

Winning the Game

The player with the most points at the end of the last round wins the game!

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