

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.

Who's First?: Players each 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 depleted. All words must be a minimum of 3 letters.

Scoring: Points indicated on cards are cumulative for all words created *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* and take new ones from remaining deck. BUT, you will lose a turn. Always re-shuffle the deck.

Legal Card Moves: "Moves" are specified per game and must include *at least 1 letter from the previous turn without changing its position unless otherwise indicated in a game.*

+ **Add/Insert** - place letters before, after, and between letters

Ⓞ **Overlay** - place letters on top of letters in the word (but you can't cover up *every* letter on the board)

↔ **Give&Take** - trade a card on the board for a card in hand

S **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.

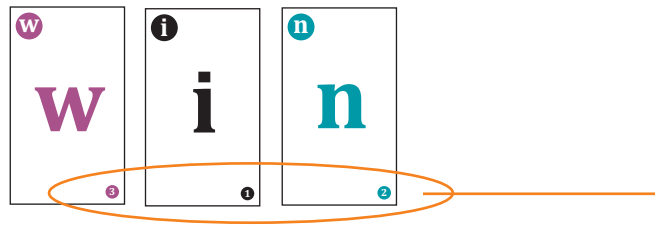
See specific game rules for exceptions.

D **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.

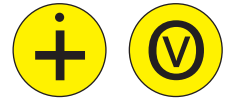
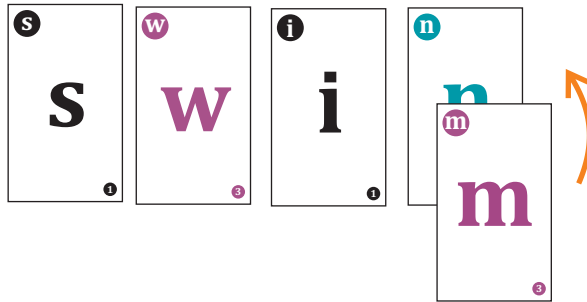
**Splits in Split Run Game must include 2 sequential letters in each new word.*

Examples Of "Moves" In Play



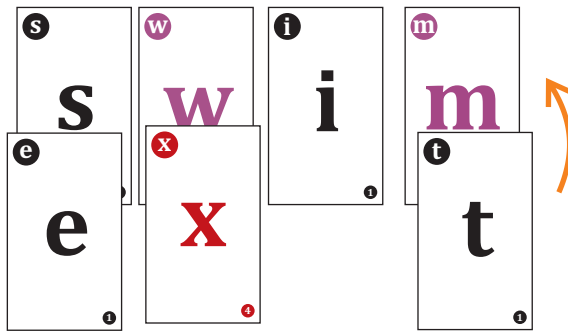
1. Begin with a 3 letter word.
Score: 6 points

Each Game Has Specific Moves



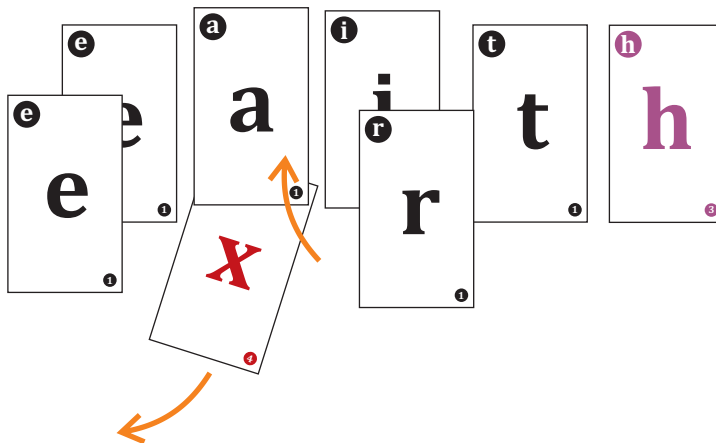
2. Add: **s**
Overlay: **m**

Overlays Cannot Cover Every Card

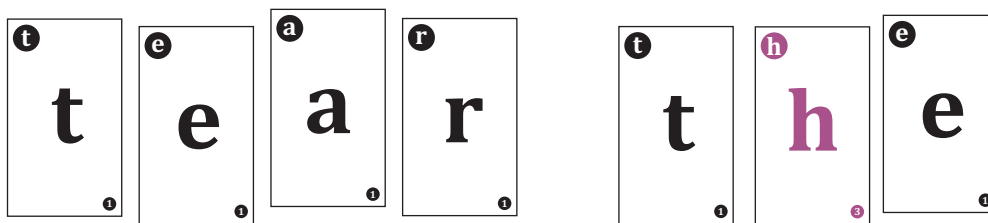


3. Overlay: **e, x, t**

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 '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 depleted 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.

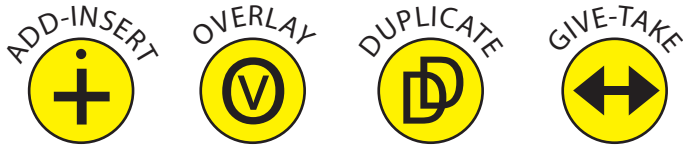
Continue to create words throughout the game with the goal of using every card in the deck.

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 spells a word from hand and gets the points. Player 2 must “break up” that word and complete 2 words. Current player chooses which of the 2 words will remain in play for the following player to break up. The other word accounts for player’s points and is removed from the board.

All following players must break up (*split without changing the relative order of the cards*) the word on the board and complete 2 words that include at least 1 card from the player’s hand.

Scoring: As long as both *new* words are a minimum of 4 letters, the active player chooses which word will account for his point 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

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



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 designated as first **must move all duplicate letter(s)** from their original word to opponent's word (overlay).

After the duplicates – player 1 can add/overlay as many letters leftover to change opponent's word as long as at least one of the original letters (which can be a duplicate) remains part of the new word without changing its relative order.

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 depleted, or when a player uses all the cards in hand, or nobody can make a word.

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 depleted 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.**



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.



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 depleted 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 depleted 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 depleted 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.

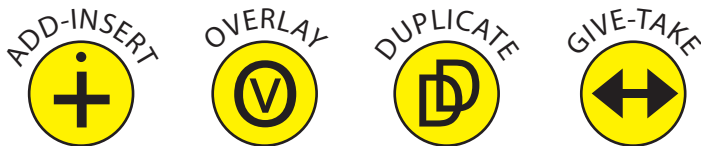
If the card is available, it is given to (plucked by) player 1 and must be used in the player's word. Player 1 receives total point score.

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

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

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 depleted 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 Game (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.**

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 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.



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 is to play the game as a “Knockout”... player unable to use a single card in 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 depleted and all players get one last chance to play words from cards in hand. Unplayed cards are subtracted from totals. High score wins.

