

# 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.

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**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.

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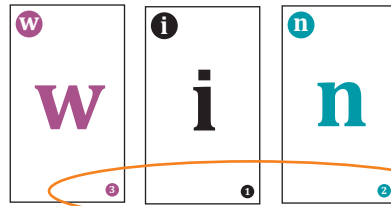
**No: proper names, acronyms, abbreviations or contractions.**

*\*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.*

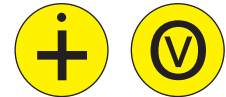
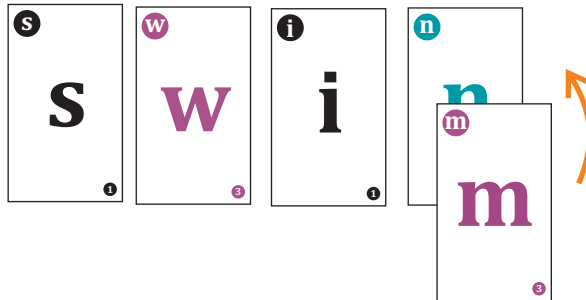
*Opt to speed up play by imposing a 2-minute time limit.*

# Examples Of "Moves" In Play



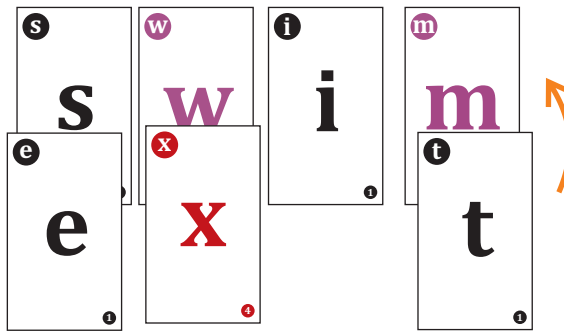
1. Begin with a 3 letter word.  
Score: 6 points

## Each Game Has Specific Moves



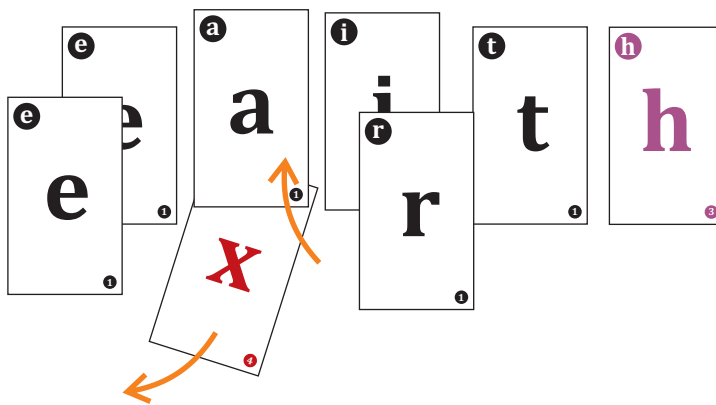
2. Add: **s**  
Overlay: **m**

## Overlays Cannot Cover Every Card

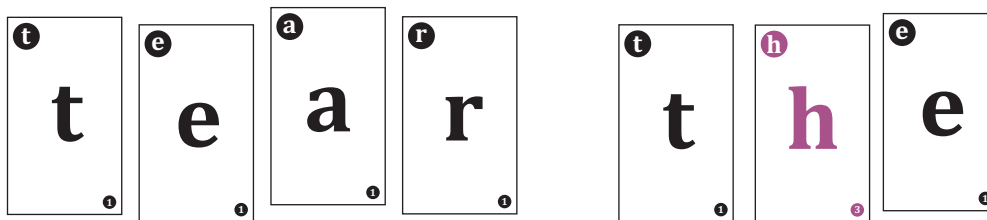


3. Overlay: **e, x, t**

## 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.**

# 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.



# 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.



## 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.



# 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.



## 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)

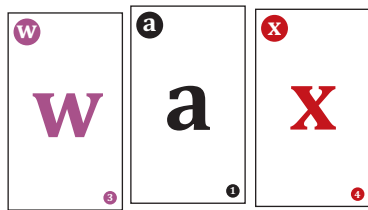


**How to Play:** Player 1 spells a word from cards in hand. The following player(s) must take 2 letters (and only 2 letters) from the board and use them to create a new word. The value of the remaining letters are the previous player's points.

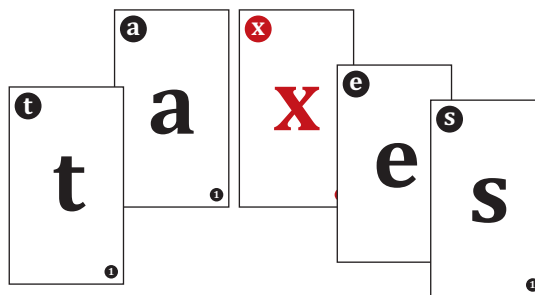
Alternate play until the deck is depleted. If any player is unable to "create" a word during a turn, the previous player takes all the cards (and points) and can start a new word. Subtract unplayed cards. High score wins.

## Example of Play

Player 1:



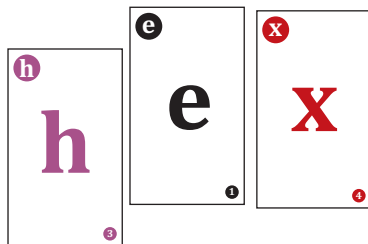
Player 2: takes "a" and "x"



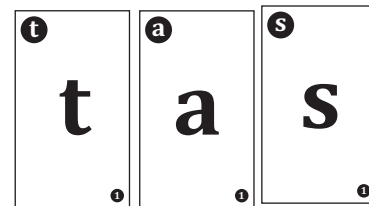
Player 1 gets 3 points



Player 3: takes "e" and "x"



Player 2 gets 3 points



**Game Variation:** Allow players to get points for the words they spell AND get bonus points for the letters the subsequent player does not use.

