

AlphaGrams

For 2 to 5 players

Overview

AlphaGrams is the classic game of Anagrams adapted to Alpha Playing Cards. Players take turns making words using the cards in their hand and the cards in the center of the table (the pool). You can also steal an existing word from another player or protect your own word; by adding at least one letter to the word and anagram it to make a new word.

Set-Up

Each player is dealt 3 cards from the deck; the rest of the deck is placed face down near the center of the play area to be used as the stock. Flip over one card from the stock and place face up in the center to start the pool.

Play

Start your turn by flipping over the top card from the stock and placing it face up in the middle of the table into the pool. You can now either make a new word by using the cards in your hand and/or the cards in the pool; or you can anagram an existing word by adding at least one card from your hand and/or the cards in the pool; or you can pass and not make a word. If you anagram a word you must use all the letters in the word you anagram plus the card(s) you add. After you have made a word, place it in on the table in front of you facing your opponents. If you used any cards from your hand to make or anagram a word, draw cards from the stock to bring your hand size back up to 3 cards. You are allowed to discard one extra card from your hand to the pool before drawing cards from the stock to your hand.

Game Over

Once the stock is depleted; the game continues without players flipping over a card at the start of their turn or drawing cards at the end of their turn. You can still play using the cards from your hand and/or any cards that might be left in the pool. The game ends when all players have passed. Basically everyone agrees no more words can be made. Once the game has ended discard any cards you have left over in your hand, these card will not be used to score.

Scoring and Winning

Once the game has ended players add up their score using the chart below and the player with the highest score wins.

- Each letter card is worth 1 point
- Each letter card with a point value of 7 or 8 is worth an additional 1 point
- Each letter card with a point value of 9 or 10 is worth an additional 2 points

In the case of a tie, the player that had the longest word wins the tie. If there is still is a tie... go to the next longest word.

Additional Rules

Vowel cards are semi-wild when they are in the pool or in your hand, but once they are played into a word they cannot be changed.

The wild cards are wild when they are in the pool or in your hand, but once they are played into a word they cannot be changed.

Words must be at least 3 letters in length.

Adding S to make a word plural (or ED or ING) does not change the meaning of a word and cannot be used to anagram a word. Any letters at all, however, can be used to anagram a word if the new word formed is entirely changed in meaning.

Challenge

Any player may challenge a word. If a word is found to be illegal then the cards in that word are returned to where they came from and the player that played the word loses that turn. If the word is found to be legal then the player that made the challenge loses his next turn.