

Alpha War

2 Players

The Deal

- 1) The deck is split into 2 even stacks of 37 cards.
- 2) The stacks should be face down. You are not allowed to see the cards in your stack.

Basic Play

1) Place down cards. Place the top card from your stack face up in the center of the table. Your opponent then places a card in the middle of the table. Take turns placing cards down until there are three cards face up in the middle of the table. There has to be at least 3 cards down before a player can make a word. The player that placed down the third card goes to the next step.

2) Make a word. Using the cards in the center of the table, try and make a word. Words must be 3 or more letters in length. If you make a word, collect up the cards in the word and place them in your point stack. Don't get your point stack mixed up with the stack you were dealt.

3) If you can't make a word, pass play to your opponent. Your opponent then adds another card to the table and tries to make a word.

4) Basically, you take turns placing down cards on the table. Once there are three or more cards on the table you get a try at making a word, if you can't make a word your opponent places down a card and tries.

Challenge: If a word is challenged and found not to be legal, then that player doesn't get the cards for the word and loses their turn. The cards from the illegal word are placed back on the table. If a word is found to be legal then the player that made the challenge loses their next turn.

End of Game: The game is over when both players run out of cards in the stack they were dealt.

Winning the Game: The player with the most cards at the end of the round wins.

Alternative Version: Players continually play until one player captures all of the cards.