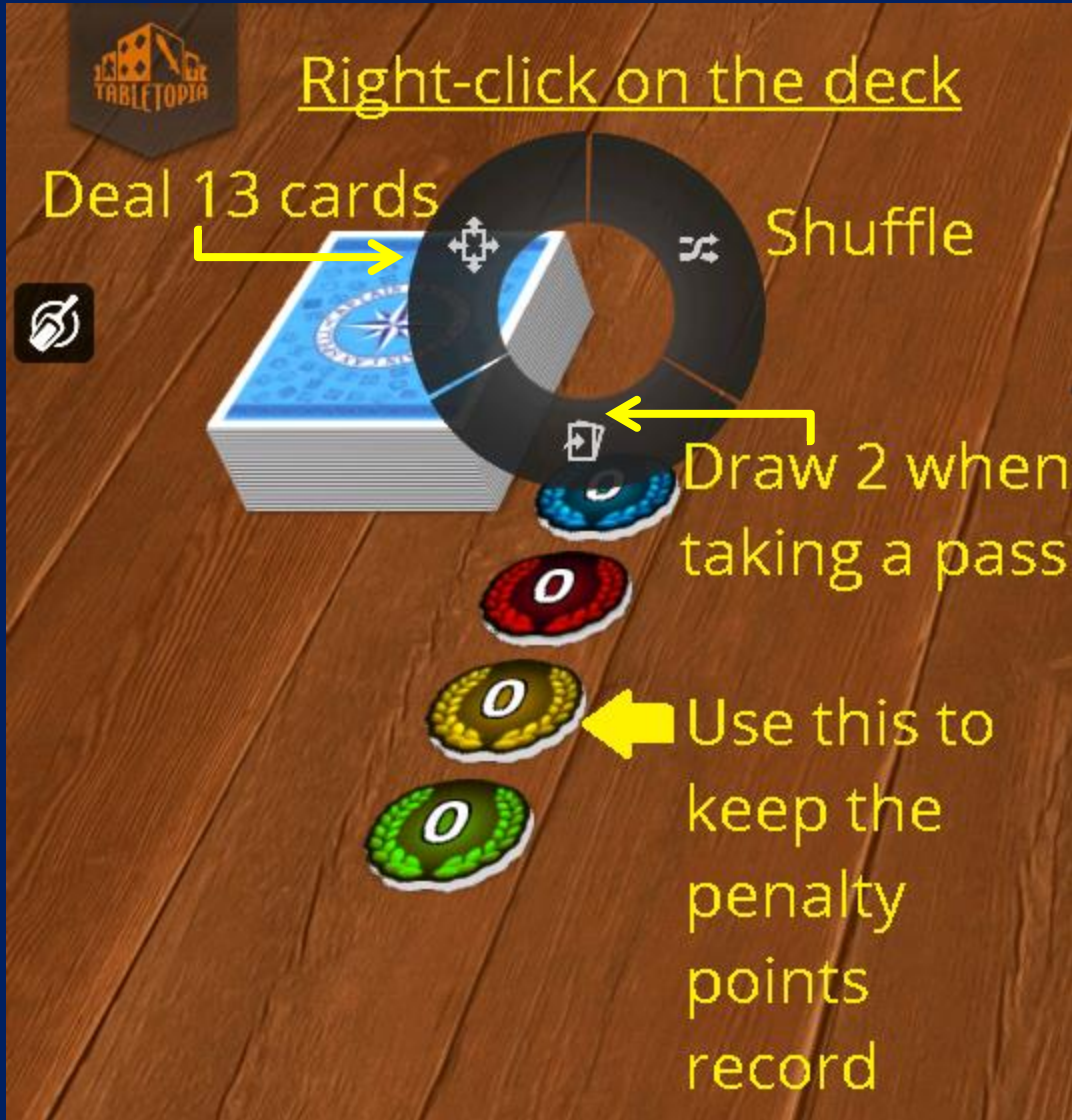


Captain Can Spell Simple Game Rules

It is highly recommended to watch the [7 minutes long video](#) before you play this game.

Make sure to **SHUFFLE** the deck before you deal the cards.



52 Letter cards distributions

J K Q X Z (1 card each)

5 Wild Cards

Other letter (2 cards each)







Q can be used as Q or Qu.

Wild card can be used as any single card.




The objective is to get rid of all cards

1. Each player is dealt 13 cards. Players take turns to play a word.
2. All words are ranked by their first letter in alphabetical order, i.e. A is the lowest and Z is the highest. A Player can only play the same or higher-ranking word than it was played previously.
3. A player can take a pass on his/her turn and draw 2 cards from the draw pile.
4. After a pass, the next player can play any new word.
5. When a player gets rid of all cards, a round is finished and his/her opponent takes the penalty points which are the number of cards in his/her hand + the number of cards remains in the draw pile, 1 point each. This adds up to his/her total penalty points.
6. When the draw pile is exhausted, it continues until a player wins. If both players cannot play any word, count their cards in hand and add up to their penalty points respectively.
7. The player who took higher penalty points in the previous round plays first in the next round.
8. When a player reaches the total penalty points of 100, the game is over. And the player who has lower penalty points wins the game.

Hints and Tips

-  The slight shortage of vowels is a deliberated feature which involves the depth of strategy.
-  The ratio of vowels to consonants is roughly 1:2
-  Try to use all your cards to build words to avoid taking a pass.
-  Try to build higher-ranking words to beat or avoid being beaten by your opponent's.
-  Try to build as fewer words as possible to finish in fewer turns.
-  The faster a round it takes, the more penalty points are yielded.

If your hand is bad...

-  This game involves a series of rounds, keep in mind that you can catch up.
-  Force your opponent to take a pass by playing a high-ranking word at the right time to disrupt his/her hand.
-  If your opponent's hand is disrupted, it will slow him/her down from winning. As a result, the penalty points can be greatly reduced.