

HOW TO PLAY



2-10 Players



2-10 Minutes

SET UP

1. Deal 7 cards to each player
2. Place a card face up in the centre

GAMEPLAY

- > There's no turn order in Spellwards. Players may jump in and play a card at any time
- > After a card is played, it becomes the new centre card
- > The first player to play all their cards wins!

ADDITIONAL RULES

- > Players must wait 3 seconds before playing on top of a card they played
- > At any time, players may discard a card and draw 2 cards
- > If players all agree, they may replace the centre card with a new card

PLAYING CARDS

To play a card, place it over the centre card and say a word that:

- > Starts with the letter on the centre card
- > Has word length equal to the number on the card being played
- > Ends with the letter on the card being played



In the example above:

LINK, LUCK and LURK are all valid as they start in L, end in K and are 4 letters long

MULTI-ROUND VARIANT

If playing multiple rounds, deal each player an extra card for each round they have won. For instance, If Emily had won twice and Alice had won once. Deal Emily 2 extra cards and Alice 1 extra card. Then deal everyone the regular starting card amount of 7.

FREQUENTLY ASKED QUESTIONS

Which words are acceptable?

- > Players can decide what word sets and dictionaries to use at the start of the game

Are plurals ok?

- > Plurals valid. Players are not restricted to only using word stems

What happens if a player makes a mistake?

- > If you make a mistake while playing a card (e.g. saying a word with an incorrect word length, saying a word that starts in the wrong letter etc.) you can take back the card you tried to play. Optionally, you can make the rule that if someone makes a mistake, they must discard the card they tried to play and draw two cards.