

Paperback

(the game)

Setup

- Each player gets the same starting deck of cards: R, T, L, N, S and 5 "wild" cards. Shuffle them into a face down draw pile.
- Set out shuffled face up piles of each cent value letter cards, from 2¢ to 7,8,9¢ cards for all players to use.
Note: remove the 11 cards with "Attack" text on them. Include them for an advanced players game if all players are OK with others limiting or restricting their play.
- Take the top card from each pile (other than the 2¢) and place it below that pile making a second row of cards
- Place the Common Cards divider card (the "length track") below the 2¢ pile. Place on it four shuffled common letter cards so that "7 LETTERS" is visible above them
Note: advanced players may add the two expansion cards (Spacebar and Dyslexic) before shuffling them.
- Place the Fame cards above the letter cards in four piles grouped by their cost (5,8,11,17¢). The number in each pile varies based on the number of players (two different illustrations for each value with the same points):

Players:	5¢	8¢	11¢	17¢
2	4	4	2	1
3	6	6	3	2
4	8	8	4	2
5	10	10	5	3

- Randomly choose a starting player
- Each player draws 5 cards from their draw pile and may look at them to plan their first word.

Game Play

Play in clockwise order. On your turn, you do the following actions in this order:

- If using "attack" cards: **Discard any attack cards** you played on your prior turn
- Create a Word:** You may use the Common Letter once plus any letters in your hand. Fame "point" cards are wild and may be considered as any letter.
- Count Word Length:** Cards with two letters on them count as 2. If the word contains at least as many letters as the "length track" you take the top "common card" and place it in your discard pile. Slide the common card pile down to the next higher letter count. If it slides down from "10 Letters" the game ends.

- Resolve Abilities:** If any cards in your word have special abilities, resolve them in any order now. It is optional only if it says that you "may" do something.

Trash means remove a card from the game before step 6
Gain means you get the card. Place it in your discard pile
If "copied", Double Word Score TRIPLES the score.

- Score Your Word:** Add the points in the top left corner. Include 1 point for the common letter if used. Use scoring bonuses if applicable.
- Buy Cards:** You may use your score to buy letter or fame cards. If you buy a letter card in the 2nd row, replace it with the top card above it. Place bought cards into your discard pile.
- Discard Cards:** Place any cards remaining in your hand plus those in your word into your discard pile. If using "attack" cards, they remain in play.
- Draw Cards:** Draw 5 cards (plus any extra granted by abilities) into a new hand. When your draw pile is empty, draw as many cards as are there, then shuffle your discard pile to make a new draw pile and continue drawing cards from that.

Game End

The game ends when there are no more common cards (the four common cards were acquired by players making long words) or when two of the four fame piles are empty. Finish your turn and the game ends (other players do not get another turn).

Each player adds their fame points in the bottom left of their cards. If there is a tie, the player with the most common cards wins.

Expansions (included with the game)

- Spacebar:** allows you to use "two" words as your word. Word length is for both words plus 1 for the spacebar. Score +1¢ when used.
- Dyslexic:** you may reverse the letters on two letter cards. Score +1¢ when used.
- Power Cards:** each player gets a special ability
- Award Cards:** display one during setup and award it at game end as the text on the card specifies
- Theme Cards:** display one during setup. If a player's word matches the theme, they get the card (but it is NOT added to their discard pile or their deck). Whoever has the card at game end gets its points.
- Attack Cards:** Include the 11 attack cards during setup. When used in a word, they remain in play until the person who played the card begins their next turn.