

CLEVER - "Spelled Out"

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Setup

- 1) Remove the number cards and place them off to the side. They will not be needed.
- 2) Shuffle the letter cards into one face-down deck.
- 3) Deal all of the letter cards as equally as possible to all of the players. Discard the extra card(s) at the end of the deck so that each player has an equal amount of cards in their hand.
- 4) Choose a starting player at random.
- 5) Each player will have an imaginary "play zone" in front of them that will consist of three or more cards that form a valid word. At the beginning of the game, these zones are empty.

Play

On a player's turn, they must make one play from their hand. A play can consist of the following:

- 1) The current player can play three or more cards from their hand to make a word in their empty zone. Once a player decides on a word for their zone, they must either keep the number of letters in that word the same or increase it when adding to it in the future.
- 2) The current player can play one or more cards from their hand to edit an existing word on either their zone or another player's zone. Editing an existing word simply involves placing a letter or letters over existing letters. They can also add a new letter.
- 3) If the current player can do neither of these things, they have the option of picking up ALL of the cards in their zone and then form a new word. Alternatively, they can opt to pass.

Play continues clockwise until one player manages to get rid of all of the cards in their hand. That person is the winner!

Strategy & Special Rules

- 1) Playing a large word in your zone is a great way to go out quickly, but increases the chance that you won't be able to play off of it in the future. You could, however, play off of someone else's word if you're stuck.
- 2) Optional Rule: If you manage to play a word that matches the picture on one of the cards, discard two cards from your hand for free. (Ex. Spelling out "PEAR", where one card is the P-PEAR card)
- 3) Optional Rule: If you manage to play a word that has three or more matching cards (color, category, etc.) in the set, discard one card from your hand for free.
- 4) Run into a special case not covered here? Make up your own rule(s) to fit your group's play style!