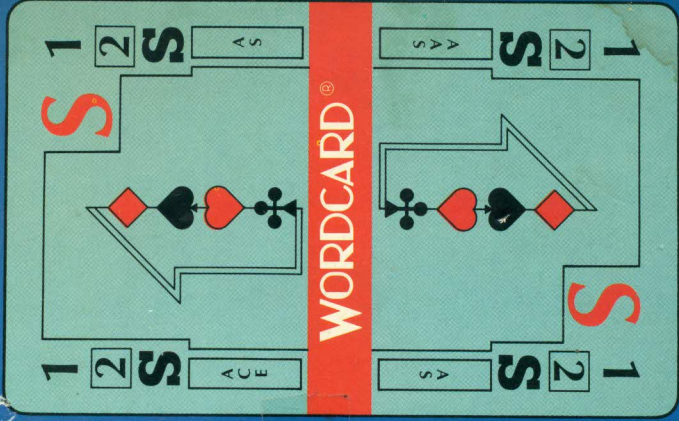


WOORD- EN KAARTSPEL

JEU DE MOTS ET DE CARTES



WORT- UND KARTENSPIEL

WORD AND CARD GAME

# WORDCARD®

## WORDCARD® GAME RULES

### INTRODUCTION

1. There are 108 cards, of which 4 are wild. Every card has 2 parts: a playing card part (e.g.: 1 = ACE) and a letter part (e.g.: "A"). The value (e.g.: 1 = 1 point) is the same for both parts.
2. You can play by yourself, or with 2 to 8 people, with a hand from 8 to 13 cards. Everyone plays for himself or with a partner.
3. A wild card can be used as a playing card and/or a letter. A wild card has a value of 0 or 25 points. A played wild card can be replaced if you have the "real" card to replace it with.

### THERE ARE 2 WAYS TO PLAY

4. You play for the least penalty points possible; whereby you will lose points from the cards remaining in your hand. Bonus points are deducted.
5. You play for the most points. Every move you make allows you to score more points. What you have left over in your hand when somebody plays out, is deducted from your running total.

### THERE ARE 7 TYPES OF GAME

6. The 7 types are WORDPLAY, CARDPLAY, WORDPLAY PLUS, CARD-PLAY PLUS, WORDCARD, WILD GAME and GROUP GAME.

### THE START

7. Every player takes one card out of the deck. The player closest to "A" deals.
8. Playing clockwise, every player takes his turn to deal.
9. The dealer shuffles the cards and the player on his right cuts the deck. He deals one card at the time, starting from the left.
10. The dealer places the deck in the middle of the table and turns the first card up. All cards are discarded face up. The dealer leads. As dealer, he has the right to exchange one hand card for the first discarded one or the first card of the deck.
11. Only the dealer has this choice at the game start. Anybody else must play a picked up discarded card immediately.
12. A player can only exchange one card per turn.
13. When the deck is used, leave the last face up card, shuffle the deck, let the player to the dealer's right cut the deck and the game continues.

### THE GAME

14. To open a game, a player lays down in front of him a minimum of 5 cards, or a total value in points as agreed upon. Such is not needed if one can place all cards at once.
15. Once you have opened your game, you are entitled to lay down two or more cards and/or tag on one or more cards on the cards laid down.
16. When playing for the max, one earns points upon opening his game and at every subsequent laydown or tag-on.
17. **Option:** You can play, lay down and/or tag on cards vertically and/or horizontally.
18. If you are left with a wild card it costs you 50 points.
19. Cards can not be exchanged after you have laid them down.
20. If you take too much time, any player can make you play within one minute's notice otherwise you lose a turn.
21. **Option:** One may pick up any face up card on the condition that he takes all of the cards following (only when playing for the most points). The first picked up card must be played immediately.

### WORDPLAY

22. What counts here are the letters. The player tries to make one or more words.
23. A word consists of at least 2 letters.
24. You can have a word (or words) in a word. They all count (ex.: admiration - ration - rat - ion). The same letter may be used in more than one word (stormy = storm + my).
25. Excluded are: proper names, foreign words not in the dictionary, exclamations and abbreviations (+ conjugated verbs).
26. Anybody can contest a played word. If the player is right, all challengers lose a turn. On the contrary, if you are wrong, you lose a turn per challenger. **Option:** one must give at least one correct explanation of every word played and such an explanation can be challenged.
27. In order to avoid quarrels, you better play with a good dictionary and a referee, whose verdict is final.

### CARD PLAY

28. What counts here is the card part. If possible, play with a hand of 13 cards.
29. **The allowed card combinations are:** Two or more identical cards (e.g.: 6 queens) or a sequence of 3 to 8 cards (e.g. ace → 7 or → 7 to ace). Such a sequence can be made in ascending or descending order.

### WORDPLAY PLUS

30. What counts here are all the placed words plus all of the Cardplay combinations.

### CARDPLAY PLUS

31. What counts here are all of the card combinations plus the words formed.

### WORDCARD

32. You play Wordplay and Cardplay at the same time. Every word must conform to a correct card combination and vice versa (e.g.: 7,8,9,10, J,Q + "RAIDER").
33. Your score is doubled: your points for Wordplay and Cardplay are multiplied by two. The same thing holds for the cards left in your hand.

### WILD GAME

34. The dealer has the right of way. After seeing his cards, he decides which type of game and options will be played.
35. One can not play the Group Game. Every player has the right to deal once in order to complete the game.

### GROUP GAME

36. What counts here is to earn the most points. The dealer decides about the playing time for all, the type of game and the options allowed.
37. The dealer picks at random 8 to 13 cards and places them face up in the middle of the table.
38. Every player marks on paper his best solution and score. Everyone has the right to check the solution and score of all the other players, (e.g. an ace with the letter W is noted 1/W).
39. This game can also be played alone. Game and score can be checked afterwards. This is an ideal pastime for children.

### THE END OF THE GAME

40. Once a player lays down his last card, the game is finished.
41. A player can finish the game at once by placing and/or tagging on all of his cards.

### BONUSES

42. A player who finishes a game after having made a previous card deposit, receives 25 bonus points.
43. A player who finishes immediately a game (playing all cards in one turn), receives 50 bonus points.
44. In Wordplay one receives 50 bonus points by laying down a word of 8 or more letters.
45. In Cardplay one receives 50 bonus points for laying down 8 or more identical cards or a sequence of 8 cards (Ace → 7 or 7 → Ace).
46. Bonus points are cumulative.

### FINAL SCORE

47. When playing for the lowest score, the score of the winner is brought to null and that amount is added to the score of all the other players.
48. When playing for the highest score the points of the loser are deducted from the total of all other players.

### SUMMARY

79. Before starting a game, the players decide upon the following: the players, the number of cards (8 to 13), the minimal deposit required (5 cards or the number of points), the formula (maximum or minimum), the type of game, the options, the bonuses, the referee, who may start.

### 50. PLAYING FOR MONEY IS STRICTLY FORBIDDEN!

© WORDCARD COPYRIGHT 1988 BY LEON ARNOU, POSTAL BOX 1, SCHAARBEEK 6, 1040 BRUSSELS, BELGIUM.  
ALL RIGHTS RESERVED. TOUS DROITS RESERVES. ALLE RECHTEN VOORBEHOUDEN. ALLE RECHTE VOORBEHALTEN.