

Take My Word For It Instructions

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151 total cards: 128 letter cards and 23 premium cards

The letter cards are separated into 5 colors: red, yellow, green, blue and black.

There are 36 black cards and 23 of each of the other colors.

Five of the letter cards are blank and can be used as any letter. There is one of each color. Once a letter has been assigned to a blank it cannot be changed.

There are 4 types of premium cards: double letter score, triple letter score, double word score and triple word score.

There are 10 double letter score cards, 6 triple letter score, 4 double word score and 2 triple word score.

The last premium card is the star double word score card which is received at the beginning of the game by the player who is deemed to be the first player.

SETUP

The deck of cards including the premium cards is shuffled together and may be cut into two decks if necessary to do so.

To determine who will go first, each player draws a card. The player closest to the beginning of the alphabet plays first. If a premium card is drawn, then that player must draw another card until a letter is drawn. After determining the first player, all drawn cards are shuffled back into the deck.

Whoever is determined to be the first player receives the star premium card to be used whenever possible (to be explained later). The player then pulls 7 **letter** cards from the deck. Any premium cards pulled are additional and are to be placed in front of the player face up. The same is then repeated in a clockwise fashion by all other players. Throughout the course of the game, if any player becomes dissatisfied with his/her place in the rotation, he or she reserves the right to switch with another player. However, in order to do this, a player must first achieve the highest score for any given round or rotation. If two or more players are tied for the highest score at the end of a round, then no switching is allowed for that round.

OBJECT

The object of the game is to score points by either creating a word, starting a word, continuing a word or changing a word by either making it larger or replacing letters with others.

GAME PLAY

In the game of "Take My Word for It", game play is based upon 3 scenarios. These scenarios are defined by what a player has to work with at the start of each turn. All letters/words being played are to be placed in the middle of the table for all players to see. **It is very important to remember that, no matter what the scenario, when a word can be formed, several letters may be played at once. However, if a complete word cannot be formed, only one letter may be played.**

Scenario One: Clean Slate

When starting with nothing, a player has 2 choices.

1. Create a word. The player combines 2 or more of his or her letters to form a word.
2. Play one letter to start a word. Remember, if a word cannot be formed, then only 1 letter may be played.

Scenario Two: The Beginning of a Word

If only the first letter or few letters of a potential word have been played, those letters must stay in play until a complete word is formed. If starting with a group of letters, these letters may never be rearranged. With that in mind, a player essentially has three choices. Some of these choices, however, can be acquired by multiple means.

1. Form a word using that letter or group of letters. This can be done one of two ways **or** by a combination of both.
 - Add letters before and/or after that letter or letters. Multiple letters can be played as long as a complete word is formed.
 - Replace one or more colored letter cards that are in play with other letters from your hand of the same color. This means that red can be replaced by red, yellow can be replaced by yellow, green can be replaced by green and blue can be replaced by blue. In addition, any of the four previously stated colors can be replaced by a black card. A black card, however, can never be replaced by any color...not even its own. The black letters can be considered locked in. Keep in mind, however, that at least one letter from the previous player's turn must remain unchanged.
2. Change the incomplete potential word. This can be done one and only one of two ways.
 - Add **one** letter to that letter or group of letters which could potentially create a word. Again, that letter may be added either before or after letters that have already been played. In this case, as long as what is created is the **beginning** of a word that exists in an agreed upon dictionary, a legal move has been played. The middle or end of a word is unacceptable. For example, if the first letter was "N", then NI would be acceptable because it could potentially be a word, and in that respect IN would also be acceptable. However, NK would not be acceptable because, even though NK could be the end of a word like "BANK" or the middle of a word like "BLANKET", there are no words that begin with N then K. **Only when a complete word can be formed is it ok to use the potential word as the middle or end of a word.**
 - Replace one letter card that is in play with another letter from your hand of the same color. In this case, a player is still bound by the "complete a

word or play one card” rule. Only one colored card may be replaced by its own color or black card in this case. Again, what is created must be a verifiable beginning of a word.

3. Pass

- If neither choice 1 nor 2 is possible, the only alternative a player has is to pass for that turn and receive a score of 0. Furthermore, if a complete rotation of players is forced to pass, the letters in play on the table are considered a stalemate and cleared. The first player in that rotation then starts his or her next turn with a clean slate.

Scenario Three: A Word

If a word is formed, the next player has 2 choices.

1. Use that word to form a new word. This can be done by either changing the word or making it larger. A word can be changed by using the letter replacement rules mentioned above, and a word can be made larger by adding letters to either the beginning and/or end of the word. Again, a combination of changing a word and making it larger is also acceptable. **If a new word is successfully created, that word is officially taken, and the player who formed the original word receives a score of zero.**
2. Clear the word and follow the rules for Scenario One from above.

*A player’s hand gets replenished back to 7 letter cards only after that player uses all of the letters in his or her hand.

SCORING

A tally should be kept of each player’s score after each turn.

Each letter has its own point value ranging from 1 to 10 which is indicated in the bottom right corner of the card.

The score value of a blank card is zero.

When a word is formed, the point values are added together, and that is the player’s score for that round.

When only one letter is played, the player’s score is that letter’s point value, unless of course that one letter successfully completes a word. In that case, the player has the choice to err on the safe side by taking only the score for that letter, or he or she can take the score for the word whereby taking the chance that the word will be taken. If only the letter score is chosen, the next player must continue as though the word is not a complete word.

When a player must pass, a score of 0 is received.

A score of 0 is also received when a player's word has been taken by the following player.

Then, of course, there are the premium cards.

As stated before, there are 4 types of premium card: double letter score, triple letter score, double word score and triple word score.

They all do exactly what they say they do.

Premium cards may only be played on the black letter cards and may only be used when a completed word is formed.

When a word is stolen, any premium cards already played are part and parcel of that stolen word and may not be changed. Furthermore, if there are any black letters without premium cards, the stealer may choose to use one of his/her own premium cards for that letter.

HOW TO WIN

The game ends when a predetermined amount of rounds has been played by each player. Once this happens, each player's score is reduced by the sum of his or her unplayed letters.

The player with the highest final score wins the game.