



HOW TO PLAY

Object: To have the highest score after playing all 4 rounds.

Deck: The game contains 59 cards, with letters from A to Z and special double-letter cards: QU, IN, ER, TH and CL. Each card has a point value.

Deal: In the first round, 3 cards are dealt 1 at a time in a clockwise rotation. In each following round, 1 additional card is dealt. The 2nd round has 4 cards, the 3rd round has 5 cards, and the last round has 6 cards. After cards are dealt, the remaining cards are placed in the center as a draw pile and the top card is turned over to start the discard pile.

Play: The player to the dealer's left goes first. Play continues clockwise. Start your turn by either drawing a card from the draw pile or picking up the top discard. The goal is to use all the cards in your hand to spell one or more words (except for the one you will discard to finish your turn). Complete your turn by discarding 1 card. You can only lay cards on the table when going out (see Going Out) or, in turn, after another player has gone out. When a player goes out, the remaining players each have one

last turn. They can either draw from the draw pile or pick up the top discard, then lay down all playable words, and discard one card. This is the only time you can lay down your cards without using all of them. Note: you cannot play on another player's words. Each player will then score his or her hand (see Scoring). The scorekeeper keeps a running tally of the points. The deal passes to the player on the dealer's left, all cards are shuffled and the next round is dealt, until the last round when each player has six cards. High score wins.

Going Out: You can only go out during your turn. After drawing, you must be able to arrange ALL of your cards into allowable words (see Allowable Words) with one card remaining. You will then lay the words down and discard one card to go out.

Challenges: If any player does not believe that a word played is a bonafide word, then he/she may challenge the word after it is laid down and before the cards are gathered for the next round. If the word is in the dictionary and is allowable, the challenger must subtract the point value of the word from his or her score. If the word is neither in the dictionary nor allowable, then the challenged player must subtract the point value of the word from his or her score. That player does not get to rearrange the cards into different words.

Allowable Words: No proper nouns, prefixes, suffixes, abbreviated, or hyphenated words can be used. All words must use at least two cards. Players may use a dictionary when it is not their turn. Choose your dictionaries before the game starts. Try using the Quiddler SHORT Word Dictionary® to improve your score.

Scoring: Each card is worth the value shown. Count the points for allowable words, subtract the points for unused cards, but only to zero. You cannot have a negative score for a hand. There are two bonuses in each round. The player with the most words receives 10 bonus points, and the player with the longest word receives 10 bonus points. Both bonuses can go to the same player. When two or more players tie for a bonus no bonus is given. **Note:** the bonus for the longest word is given for the word that uses the most letters not the most cards. When playing with two players choose only one of the bonuses. The player with the highest score at the end of the last round wins!

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