

Where the END...is just the BEGINNING!

setgame.com/learn-to-play



AGES: 8 to adult PLAYERS: 2 to 6 CONTENTS: 110 cards and timer

#### THE GAME PLAY

**DEAL:** Shuffle the deck of cards together and deal 10 cards, one at a time, to each player in a clockwise rotation. Place the remaining deck of cards facedown in the middle of the table.

**THE GOAL:** To get rid of all 10 of your cards and have the lowest score at the end of 5 rounds.

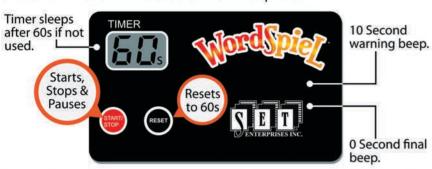
#### PLAY:

A. Once all players have looked at and organized their cards, the dealer flips over the top card from the deck.

B. The player to the dealer's left goes first by creating a word that begins with the letter on the flipped card.

C. Each turn, use as many cards as you want to make one word. You do not draw any cards during your turn.

**D.** Each turn is one minute. Use the timer to keep track.



E. In a clockwise rotation, each player builds a word starting with the last letter(s) played.

#### **Examples:**

If the last word played was "FUN," you could add the letter "O" and create "NO."



OR

Decide to go back to "UN" and create "UNITE."



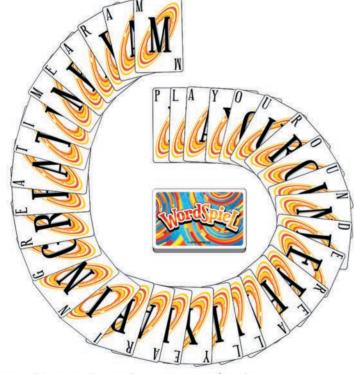
OR

Use the entire word "FUN" and create "FUNNY."



You can go back as many cards as you want (using more than one word) as long as all of the cards are used to make your new word. For example: TON is played first. The following player uses the ON and adds an E to make ONE. The next player goes back two words, using TONE and adds an R to make TONER.

F. As words are added, spiral the cards around the deck.



G. The round is over when a player runs out of cards.

H. Tally the scores (see SCORING).

1. The deal rotates clockwise. Shuffle all of the cards before dealing each round. There are five rounds in a game.

**SCORING:** Each card left in your hand is worth one point. Scores are recorded at the end of each round. The player with the lowest score at the end of the fifth round wins!

## THE NITTY GRITTY

Q: What words can I use?

A: All words and common abbreviations such as ave (for avenue) or apt (for apartment) are allowed, except for the following:

- Contractions (won't, don't, she's)
- · Acronyms such as (ASAP for As Soon As Possible, VIP for Very Important Person)
- Hyphenated words (part-time, head-on, well-being)
- · Proper nouns, i.e., words that start with a capital letter in the dictionary, (Robert, Alaska, Kleenex) · Common abbreviations that stand for proper
- nouns (CA, Tue, Feb)

Q: What if I can't make a word or run out of time during my turn? A: Pick up a card from the deck. Before you look at it, decide if you want to:

1. Add the card to your hand

2. Place it at the end of the spiral

This card does not have to create a word, but the next player must use it.

CONTINUE---->

Q: What if I don't like my cards?

A: You can trade up to 3 cards per round. Trade before the round starts or during the round when it is not your turn. Put the card facedown in front of you and draw a new one from the top of the deck.

Q: Can I use a dictionary?

A: Yes. You can use any resource to find and spell your word.

Q: Can I challenge a word?

A: Yes. If you are correct, the player must pick up their cards plus a penalty card from the top of the deck.

Q: What if we go through the whole deck?

A: Simply leave the last two played words on the table and reshuffle the rest of the cards in the spiral to replenish the deck.

Q: What if I do not have time to play 5 rounds?

A: Decide how many rounds your group would like to play before you begin. For example: The person with the lowest score after 3 rounds wins!

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## Karma

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