LexiSpell

LexiSpell is a word game where players collect letter fragments to make complete words. The game is played similar in concept to the card game Rummy.

COMPONENTS:

170 cards comprising single letters and 2- and 3-letter fragments (bigraphs, trigraphs). The most common bigraphs and trigraphs in the English language are included.

GOAL:

Collect and meld letter fragments into words and get the highest score to win.

SETUP:

- Shuffle the letter fragment cards
- Deal seven cards to each player as their "hand"
- Place the remaining cards face down in a draw pile
- Flip one card face up to start the discard pile
- Agree upon an end-of-game target, for example 300 points
- Designate a score keeper.

GAME PLAY:

On each turn, a player picks up either

- the top card of the draw pile   *OR*
- one or more cards from the discard pile

adding the card(s) to their hand.

NOTE: If taking from the discard pile, at minimum, the bottommost card must be played.

The player then:

- Optionally forms a new word from their hand
- Optionally adds one or more letters to an owned word(s) to create a new word or split into new words
- Optionally steals a word from another player

Finally, the player discards one card into the discard pile.

Played words are arranged immediately in front of each player. These are the owner's words.

NOTE: If playing the last and only card, a discard is not necessary, thereby ending the round.
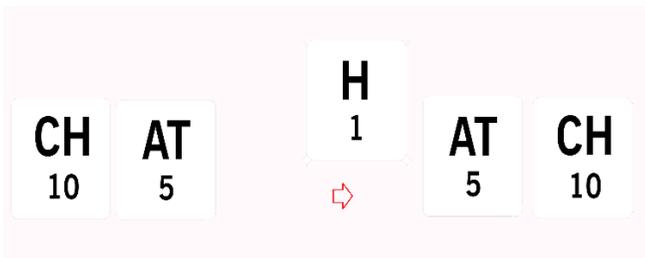
MELDING WORDS:

Words are melded (formed) from letters in the player's hand. The player can play any valid word using any combination of <u>two or more</u> letter cards. A player can also change a word into another word by adding one or more letters and even rearranging the order of the letters. For example, change [ME][N] to [N] [A] [ME] by adding [A] or RIPE to RIPENS:

RI	PE		
5	8	⇦	**NS**
			6
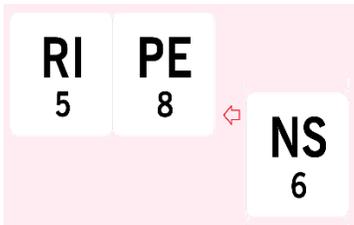
STEALING WORDS:

A word can be stolen from another player by adding one or more letters to form a new word. The letters can be rearranged. That word is then moved to the new player's exposed word area.

CH	AT		H	AT	CH
10	5		1		
		⇨		5	10

SPLITTING WORDS:

Any exposed word (owned or opponent's) can be split into two or more words by adding a letter. For example: SHALE +D = LED + ASH.

LOCKING WORDS:

Words are locked by flipping over their cards. This prevents them from being stolen, but also prevents the owner from adding letter(s) to make a new word and get additional points.

ENDING THE ROUND AND SCORING:

The round is over when someone discards all their cards. All words are scored. Values in hands are deducted from each score.

ENDING THE GAME:

The game is over when someone hits or exceeds the predefined target score. If there is a tie, play another round.

FAQS:

Why pick up lots of cards from the discard pile? *To make one or more words and have additional letters to use in the future. The risk is getting caught with too many cards in your hand, the values of which are deducted from your score.*

STRATEGIES:

Lock words to prevent them being stolen.

IC	TH	OR	ES	ND	HE	ED	IN	AN	ER	ON	HA	IT	TO	BA	FA
8	10	5	5	6	10	5	5	5	5	5	10	5	5	8	8
ID	AL	AS	AT	ZO	DE	EA	RT	GR	DI	CK	NT	SE	ST	WA	RM
5	5	5	5	22	6	5	5	6	5	6	5	5	5	10	10
UN	AR	BE	CE	CH	CO	ET	IS	LE	TR	ME	NE	SA	SH	WS	RN
5	5	8	8	10	8	5	5	5	5	8	5	5	10	10	10
B	C	D	F	EE	G	H	L	M	N	P	R	S	T	KE	A
3	3	3	4	5	2	4	1	3	1	3	1	1	1	12	1
EN	SC	CL	DR	NS	IX	PI	LA	LD	MA	NO	PL	SP	RO	ZE	E
5	8	8	6	6	6	8	5	6	8	5	8	6	5	22	1
NTS	AI	AU	SN	AY	LI	BL	BR	CR	OA	OI	PR	SL	UN	GS	O
6	5	5	5	10	6	8	8	8	5	5	8	5	5	6	1
STE	FR	NY	HO	AW	FL	EW	EY	EX	OW	OX	SW	OY	YS	MO	I
6	10	10	10	18	10	10	10	18	10	18	10	10	10	8	1
ONE	RE	OU	NG	SI	VE	TA	IO	RA	RI	PE	WH	WR	SK	ERE	V
5	5	5	6	5	10	5	6	5	5	8	16	10	12	6	4
RES	TE	TI	NK	TT	ZZ	QU	NI	AX	TS	PA	GE	DS	SO	SM	W
6	5	5	5	5	40	22	5	18	5	8	6	5	5	8	4
STR	ATE	CKS	DER	ENT	ERS	EST	IER	IES	INE	ING	ION	NED	TER	THE	Y
6	6	18	8	6	6	6	6	6	6	8	6	8	6	12	4