

# Letter Scramble

In Letter Scramble, players create sets of letter arrangement problems that have solutions to match their goal cards.

## Objective

Score the most victory points by completing goal cards.

## Components

64 Letter cards (8 each of A through H)  
32 Goal cards

## Setup

Deal 5 Letter cards to each player. Place a sequence of 5 Letter cards from the deck in a row in the center of play.

Deal 3 Goal cards to each player.

Whoever has the most repeated letters in their full name goes first. Remember who this is.

## Game Play

On your turn, you have two options: play a Letter card or draw a Goal card. Play passes to the left.

### Playing a Letter Card

When you play a letter card, you may place it on top of an already played card or adjacent to the pile, to a **maximum of 8** card piles in play total.

A Letter card may also be placed face down onto a pile, which will either shorten the "word" or create a gap to make two or more "words."

After playing a Letter, calculate the total number of arrangements possible of the displayed word or set of words. (When having multiple words, remember to calculate for each separately, then multiply them all together.) If the number matches any of your goal cards, you may then play that goal card face-up and claim those points.

Then draw a new Letter card to end your turn.

### Drawing a Goal Card

You may draw 2 goal cards and keep 1 of them. This is the extent of your turn - you can't also play a Letter card or claim one of your existing Goal cards.

## Game End

The game ends when there are no more Letter cards or Goal cards to draw. At this point, make sure there everyone has had an equal number of turns. Once they have, whoever has earned the most points wins!

Some examples of valid scores:

