

C U Letter

Description: A “Scrabble” and “Typo” inspired game where players have to create words from letters using a self-drafted deck with unique interactions based on color. The goal is to claim ownership of your word while breaking apart your opponent's word.

Theme: Family card game

Players: 2 - 4 players.

Objective

Be the player who claims the most cards by creating and claiming words using Letter Cards or Enchanter Cards and their different abilities.

The SetUp

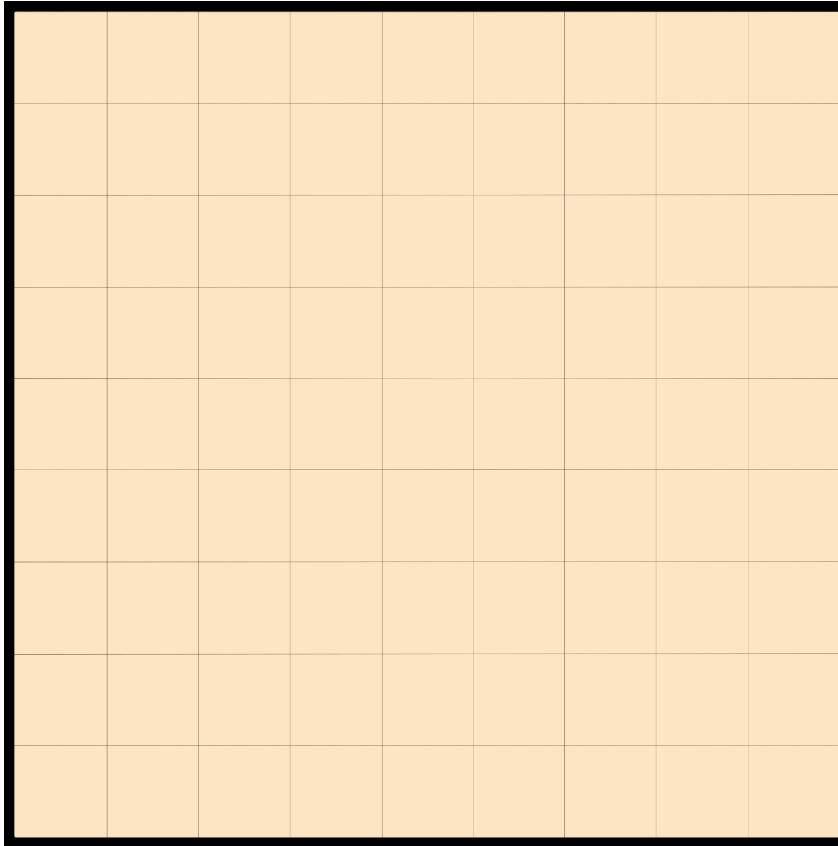
Tool:

- 1 customized deck(Letter Deck)
- A counter to keep track how many card has been played
- A scrap paper for each player to track the ownership of their words.

Decide on who goes first and goes around the table in a clockwise order. After each round ends, choose the player on the starting player's right side to start the next round, and start the round in a reversed order (counterclockwise after clockwise, or clockwise after counterclockwise).

Equipments

1. 9 X 9 Board:



2. Counter - to keep track of the number of cards played or placed on the table
3. Paper and pencil - to keep track of words claimed, its owner, and the sequence they are created (ex. words at the bottom of the **Words Created** list are created last)
 - Write down “[word created] - [word owner’s name]” in a new line on the paper when a word is claimed
 - Assign words on the list to their owners by the end of each round, starting from the bottom of the list up to the top. Make sure not to assign the shared letters contained in longer words listed above the word to be assigned next.
Suggestion: Take a picture of the final state of the board before assigning the words, and then use the picture to keep track of the locations of the words.
 - Clear the list for every new round
4. Customized Cards
 - There are two types of cards:
 - a. **Letter Cards**
 - Cards with no white frame around the letters
 - Can be used to form words or disrupt words from being formed.
 - When played in the Enchanted Zone of the same color, the player may use its ability according to the theme of the card.

- List of cards:

D	E	E	I	I	A	A	B	D	D
I	M	M	N	O	G	I	J	L	N
O	O	P	R	R	O	O	P	P	R
S	S	T	T	U	R	T	T	T	T

B	B	C	E	E	A	A	E	E	E
E	G	H	H	H	E	E	F	F	I
L	N	O	R	S	O	O	Q	U	V
S	S	S	T	U	W	X	Y	Y	Z

b. Enchanter Cards

- Cards with white framed letters
- When played, create an **Enchanted Zone** (3x3 squares with the Enchanter Card at the center) of the same color.
- Players can use the ability of any future cards (Enchanter or Letter Cards) placed in the zone as long as the card's color matches with the zone's color.
- Overlapping Enchanted Zones of different colors will enable players to use any of the different colors' abilities if the color matches with any of the zone's colors.
- List of cards:

C	D	G	I	M	A	A	E	E	D
N	O	R	T	U	I	I	L	R	R

A	A	C	H	I	A	A	E	E	I
I	K	L	N	N	I	O	O	U	U

- There are four card themes differentiated by different colors:

BLUE - The Trader

Any Blue Card placed in the Blue **Enchanted Zone** may perform a Switch-a-Root.

Skill: Switch-a-Root

After it is placed on an empty square within the zone, the owner of the card may swap its position with any card within the Blue Zone.

Red - The Conqueror

Any Red Card placed in the Red Enchanted Zone may perform an Overwrite.

Skill: Overwrite

The Player may place the Red Card on top of any card within the Red Zone.

Green - The Trickery

Any Green Card placed in the Green Enchanted Zone may perform an Insert.

Skill: Insert

The Player may place the Green Card in an already taken location by moving all the other cards on its right, left, top, or bottom side 1 square away from it.

Grey - The Ambusher

Any Grey Card placed in the Grey Zone is Hidden.

Skill: Hidden

- The Player places the Grey Card within the Grey Zone facedown.
 - Facedown cards are revealed at the end of the round.
 - If it creates a word after being revealed, the person who placed it will claim the ownership of the word in the line that contains the word.
 - If it does not create a word, leave it on the board.
 - Even if there is a longer word in the same line, the word that uses the grey card will still be the one that is valid.
 - However, the ownership of a shared letter still follows the [ownership rule](#).
 - Grey Enchanter Cards can be put facedown or faceup based on the owner's discretion. However, it will not create a Grey Zone if it is put facedown.
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Rules

WORD RULES

Combinations of letters will be considered as a word if it fulfills the following rules:

- A word must be 2 or more letters
- Abbreviation or people's names is not considered a word
- Recommendation: The word must be included in [oxforddictionaries.com](https://www.oxforddictionaries.com)
 - Players might also consider a word to be valid if everyone in the game agrees with it.
- Only 1 word may exist in a line, word ownership is to be determined by the [ownership rule](#)
- Shared letters ownership is to be determined by the [ownership rule](#)
- Words can be spelled from any direction (right to left, left to right, top to bottom, or bottom to top)

OWNERSHIP RULES

Annotation for examples:

P1 - Blue , first player

P2 - Red , second player (play or creates a word after P1)

Highlight = Shared Letter

Rules:

- Gain ownership by announcing the word you have created and write it down on the list of words created.
- Player may lose or gain the ownership of the word only if the word was:
 - Extended: another letter is placed to make the word longer
 - "HAT""E" -P2 will claim the word HATE, P1 lose the word HAT
 - Broken apart / Reformed: another letter is placed to deform a word or form a new word
 - Might happen when players use the yellow, blue, or red card abilities
 - The player may claim a new word if it is formed after
 - "CAST"
 - If P2 overrides S using a T Red Card in a Red Enchanted Zone: "CATT"
 - P2 may claim the ownership of CAT while P1 no longer holds the ownership of CAST
 - If P2 overrides A using a Z Red Card in a Red Enchanted Zone: "CZST"

- The word is destroyed, P1 lose the ownership of CAST

- For Shared Letters:

- Player who creates the longest word with the shared letter owns the card
- If the length of the words created with the shared letter is the same, the last person who creates a word with it owns the card

C
M A K E
K
E

“A” will be given to P2

Reason: the 2 words are equal in length, but the last person who creates a word using “A” is P2

- For multiple words in a line (only one word can be created in a line):

- Player who creates the longest word with the shared letter owns the card

“ANT”KZPTV”HOUSE”

P1 will get ”HOUSE” and P2 gets nothing

Reason: “HOUSE” is longer than “ANT”

- If the length of the words created with the shared letter is the same, the last person who creates a word with it owns the card

“ANT”KZPTV”BEE”

P2 gets “BEE” and P1 gets nothing

Reason: the 2 words are equal in length, but the last person who creates a word in the line is P2

- For Shared Letters:

- Player who creates the longest word with the shared letter owns the card
- If the length of the words created with the shared letter is the same, the last person who creates a word with it owns the card

C
M A K E
K
E

“A” will be given to P2

Since the 2 words are equal in length, but the last person who creates a word using “A” is P2

How to Play

1. Set a number of cards needed to determine the end of a round.
 - a. The number of cards can be agreed by the players or as recommended:
 - i. For 2 Players: 14 cards are played
 - ii. For 3 Players: 15 cards are played
 - iii. For 4 Players: 16 cards are played
2. When the game starts each player will draw 6 cards from the deck.
3. Each player will have 30 seconds to place a card
 - a. Except when the board is empty, the player can only place their card next to an existing card (diagonal placement is not allowed)
4. After a card has been placed, the player may claim words they might have created and write the word and their name on the Words Created list. Valid words are determined by the [Word Rules](#).
 - a. Players cannot claim any word after 30 seconds of their turn has passed.
 - b. If players forget to claim the word they create after they are done with their turn, the next player may claim and “steal” it during their turn.
5. By the end of their turn, the player will draw a card from the deck and increment the counter by one.
6. When the counter reaches the set number of cards for a round (refer to step 1), the round ends.
 - a. Formed words listed on the Words Created list will be taken off the board and rewarded to the players based on the [Ownership Rules](#).
 - b. Any leftover cards that do not form a word should be left on the board.
 - c. Reset the counter to 0.
 - d. Clear the Words Created list.
7. Repeat step 3 to 8 until the deck is empty and all players are out of cards in their hands.
 - a. Once the deck is empty, players will play the round until their hands are empty (no need to increment the counter after every turn, and players can play more than the set number of cards for a round).
8. After giving all the claimed words to their owners in the very last round, players compete to claim any words that might be formed with the leftover letters on the board.
 - a. If there are more than one person claiming a word at the same time, play rock-paper-scissors to determine the owner of the word.
 - b. The game ends when everyone agrees that no more words can be created from the leftover cards.
9. Once the game ends, tally each player’s score by counting the number of cards that they own.
 - a. The one with the largest number of cards is the winner.