

**DON'T TAKE MY WORD™ TM & © SPIN MASTER LTD.**  
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## HOW TO PLAY (continued)

- 3) If nobody can spell a word using the three cards, the Dealer turns over a fourth card. If nobody is able to spell a word, he turns over a 5th card, and so on until someone spells a word.

*NOTE: You do not have to use all the cards in the center of the table. Use only the cards you need to spell your word. Don't worry about the letter colors, they aren't used in game play.*

## TAKING WORDS

At any time, you can take words from other players by adding letters to their words. So you could take another player's CAT by adding an "H" to make it CHAT. Another player could take your CHAT by adding an "S," a "C" and an "R" to make it SCRATCH.

## ENDING THE GAME

Play **until** all the cards have been played.

## SCORING

- The first 3 letters of a word score 1 point
- Every letter after the first three scores 1 point each

### EXAMPLE:

CAR = 1 point

CARE = 2 points (CAR = 1, E = 1)

SCARE = 3 points (SCA = 1, R = 1, E = 1)

SCARCE = 4 POINTS (SCA = 1, R = 1, C = 1, E = 1)

# DON'T TAKE MY WORD™

## CARD GAME

Players/  
Joueurs : 2+  
Ages/  
Âge : 8+

## INSTRUCTIONS

### CONTENTS/CONTENU :

80 Letter Cards 80 lettres

### SETUP:

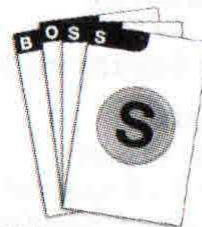
- 1) Choose one player to be the Dealer.
- 2) The Dealer shuffles the cards.

### OBJECT OF THE GAME

Score the most points by making words with Letter Cards.

### HOW TO PLAY

- 1) Play begins with the Dealer turning over three cards onto the center of the table.
- 2) All players simultaneously look at the three cards and try to spell a word using them. When you see a word, SHOUT it out, take the letter cards, and place the spelled-out word in front of you.



## WINNING THE GAME

The player with the highest total score wins.

### RULES FOR MAKING WORDS:

- All words must have 3 or more letters.
- You must shout out and place the word in front of you for all to see, spelled correctly.
- No names.
- No slang (unless you all agree in advance).
- You can add letters to your own words.
- If two players spot a word at the same time, the longest word wins.

### RULES FOR TAKING WORDS:

- Players can take a word at any time during play.
- Add as many letters as you like, but you must use all the letters of the word you're taking.
- You must change the meaning of the word (you can't just add an "s").
- Words must be lengthened and not just rearranged.
- You can join complete words together to make a new word. The words can belong to different players.

## PLAYING IN ROUNDS

If you'd like to play a more competitive game, we recommend that you play multiple rounds. Write down player's scores at the end of each round. The first player to reach 100 points wins the game.