



**THE LETTER STACKING, WORD BUILDING
GAME OF CREATING ORDER OUT OF
CLUTTER!**

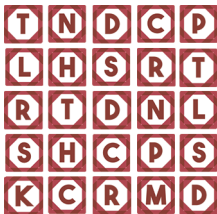
GAME RULES

OBJECTIVE

Manipulate the grid of letters to create two words matching each of your secret missions!

GAME SETUP

- Separate the cards according to the color of the back (red starting cards, grey letter cards, and green action cards).
- Deal out a grid of starting cards in the center of the table 5 cards across by 5 cards down. The remaining starting cards will not be used.
- Deal each player seven letter cards from the play deck and place the rest face down next to the grid where all players can reach.
- Deal each player one of each of the three type action cards, and four secret mission cards. Players keep all the action cards, but must discard one secret mission.



**EXAMPLE
STARTING GRID**

GAME PLAY

Determine the starting player through any method of your choosing. On each player's turn, that player may play one or two letter cards from their hand. Letter cards can be played on top of any card on the grid. At the end of each player's turn, that player will draw cards from the deck back up to a full hand of 7 cards. There is no maximum hand-size.

Players may also play any of their action cards at any time during their turn. These action cards can only be used once each per game. Alternatively, if a player decides not to play any of their letter cards on the grid during their turn, they may discard any number of them from their hand and draw that many cards again as their turn. If a player chooses to do this, their turn ends and they may not play letters until their next turn.

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IN THE DECK** —————



SECRET MISSIONS

At any time during a player's turn, they may reveal two words on the board that match one of their secret missions, completing that mission.



In this example, the grid displays “Fish” and “Orca” and thus completes the mission “Things in the Sea”

Players may also lock-in a word by revealing it along with their secret mission card. This allows the player credit for having one word complete, even if that word changes before completing a second word. The trade-off is that now the other players know what their mission is!

Words may be claimed in any **straight line** (no bends in the word), and may be spelled forward or backward. Diagonals count, too!

GAME END

The game ends when one player completes their third secret mission. Continue play so that all players have had an equal number of turns. In the even that more than one player completes all of their missions in this final round, each of those players are winners.