

Verbatim

Introduction:

Verbatim is a card game in which 2-5 players compete to acquire letters they will use to make words. The player who can collect the best letters and make the best use of their letters wins!

Contents:

5 5-card starting decks
63 letter cards
1 End Game card

Setup:

Each player receives 1 starting deck (any extra starting decks are set aside). Shuffle all 63 letter cards and 1 End Game card together and then divide that pile into 4 separate piles. Place the 4 piles face-down in the middle of the players and flip the top card of each pile face-up.

The players should agree on a dictionary to use, but players are not allowed to look at it until a word is challenged at the end of the game.

The player to go first is decided randomly, and play is passed to the left.

Turn Breakdown:

At the beginning of your turn, you must select one card on top of the piles and place it in front of you. Then, you may remove any number of cards in your hand from the game in order to add any number of cards from the top of the center piles whose total value exactly equals that of the cards you removed (red cards cannot be removed or acquired this way). At the end of your turn, place the card you acquired at the beginning of your turn into your hand and flip the top card of any pile you acquired a card from face-up.

End of the Game:

After a player acquires the End Game card, no further cards may be acquired. At this point, arrange your letters into words. Total the points of all the letters in the words you've made and subtract the points of all the letters you didn't use. The player with the highest total wins. If there's a tie between two or more players and one of those players has the End Game card in front of them, they win. Otherwise, the player who went last wins.

Challenging a Word:

If a player makes an arrangement of letters that you don't believe is a word you may challenge it. If you do, look up that word in whichever dictionary you agree to use. If the word exists, the player that made it gets double the amount of points for that word. If it doesn't exist, they must dissolve that word. They may try to form other words with those and whatever extra letters they may have, but they may not purposefully dissolve other words they have made.