

TEXT HOLD'EM

Wild West word games for everyone from little varmints to steely-eyed gunslingers. This finely crafted deck can be used to play most Poker variants by replacing sets like Full Houses and Flushes with high-falutin' words. Seven custom games have been designed expressly for this deck.

Components:

- 1 Deck of 72 Letter Cards
- 1 Set of Poker Chips (Not Included)

TIP: Agree on a dictionary that you will use for settling disputes before the game begins. We don't want any fights breaking out.

GREENHORN

2 - 4 Players

Setup:

1. Deal 5 cards to each player.
2. Deal 5 cards face up in the center of the table, next to the draw pile.
The player to the left of the dealer goes first. Play proceeds clockwise.

Game Play:

On your turn, you must make a word with cards from your hand and the center of the table (at least 1 from your hand and at least 1 from the table) OR you must pass.

If you successfully make a word:

1. Gather up all of the letters you used to make your word and place them face down in front of you.
2. Deal enough cards to the center to bring the count back up to 5.
3. Draw enough cards to bring your hand back up to 5.
4. If all players have passed in a row, the game ends.

Winning:

Each player counts the point value of all of their cards.

The player with the highest score wins.

Ties are shared.

LOCOMOTIVE

2 - 4 Players

Setup:

1. Deal 8 cards to each player. If anyone gets a hand with no vowels, they get a Mulligan (throw out their entire hand and get a new one).
2. The player to the left of the dealer goes first.
Play proceeds clockwise.

Game Play:

1. The first player makes a two letter word or word fragment by playing 2 cards to the center of the table or passes. The word fragment must be a pair of letters that could appear in a properly spelled word. For example, you could NOT play QR, ZX, or KK. If all players pass, deal them all new hands.
2. Once the two letter word is in play, each subsequent player must extend it by playing a letter card to the beginning, end, or between letters of the word in play..
3. If they cannot make a valid word by extending it, they can discard a letter from the word in play and replace it with one from their hand.
4. If they still cannot make an valid word, then they are out. They put their cards face down in front of them to show that they are out.
5. The last player left gets a point. If 1 or more players runs out of cards before passing, then all players still in the game get 1 point.
6. If there is no winner, deal another hand.

Winning:

- The first player to 3 points is the winner.
Ties are settled by playing another hand between the leaders.

CLAIM JUMPER

2-4 Players

Setup:

1. Deal 4 cards to each player.
2. Place the remaining cards face down. This is the draw pile.
3. Draw 4 cards off of the draw pile and place them face up in the center of the table.

The player to the left of the dealer goes first. Play proceeds clockwise.

Game Play:

On your turn:

1. Play 1 card from your hand face up to the middle of the table.
2. If you can make a word from the cards on the table, take all of the cards in the word and place them face up in front of you so the word is spelled out.

OR

If you can extend a word claimed by another player by playing a (without reordering it), you can steal the word away from them. Play the card(s) to increase their word size, then take it and place it in front of you.

OR

If you cannot make any words, then your letter card stays in the middle of the table.

3. Draw 1 card from the draw deck and place it face up in the middle of the table.
4. Draw 1 card from the draw deck into your hand.

Winning:

When the draw deck is empty, play continues until everyone has emptied their hands.

Each player counts the point value of all of their cards.

The player with the highest score wins.

Ties are settled with a staring contest.

HEIST

2-4 Players

Setup:

1. Deal 5 cards to each player.
 2. Place the remaining cards face down. This is the draw pile.
 3. Draw 5 cards off of the draw pile and place them face up in the center of the table.
- The player to the left of the dealer goes first. Play proceeds clockwise.

Game Play:

1. On your turn, you will take 2 cards from the center of the table into your hand and then replace them with cards from the draw deck.

OR

Draw 1 card from the draw deck.

2. If you can make a word from the letters in your hand, you may take all of the cards in the word and place them face up on your side of the table with the word showing.
3. Otherwise, you must pass.

If a player successfully empties their hand, they are out of the rest of the hand, but they get a point bonus:

	4 Players	3 Players	2 Players
1 st Player	+15 points	+10 points	+5 points
2 nd Player	+10 points	+5 points	+0 points
3 rd Player	+5 points	No Score	
4 th Player	No Score		

*In a 3 or 4 player game, the No Score player gets no points, not even for the words they made. They took too long and were caught by the Sheriff.

Winning:

Play 4 hands.

Whoever has the highest cumulative score is the winner.

Ties are settled by the longest word.

EL NORTE

3-5 Players

Setup:

1. Deal 3 cards to each player.
2. Give 5 chips to each player.
3. Place the remaining cards face down. This is the draw pile.

The player to the left of the dealer goes first. Play proceeds clockwise.

Game Play:

1. On your turn, you can draw a card and put a chip in the pot

OR

You can play your best word from the cards in your hand.

2. If you play your best word, everyone after you must play their best word.
3. Cards in hand not used in the word are worth -1 per card.

Highest value hand wins the pot.

Ties split the pot (Remainders stay in the pot for the next hand).

Winning:

Play continues until at least 1 player has 10 chips.

The player with the most chips wins.

Ties are settled by whoever can make a chip spin on end the longest.

GOLD RUSH

2-4 Players

Setup:

1. Deal 7 cards to each player.
2. Make a 5x5 grid of face down cards. This is the gold mine.
3. Place the remaining cards face down. This is the draw pile.
4. The dealer gets to flip any 2 cards in the center face up.

The player to the left of the dealer goes first. Play proceeds clockwise.

Game Play:

On your turn, you can make a word from cards in your hand and the face up cards in the center of the table.

1. If you can make a word:
 - a. The cards you used from the center of the table go into your score pile, and the cards from your hand go in the discard pile.
 - b. Flip any table cards face up if they touch a "blank spot" where a card has been removed.
2. You can also take a debt chip to draw 3 cards from the draw pile up to a hand limit of 7 cards.

If there aren't any cards left in the draw pile, shuffle the discard pile to make the new draw pile.

Winning:

The game is over when the last card is off of the table OR if no one can make a word.

Players get the score value for their words.

They LOSE 10 points for each debt chip.

The player who is the richest (or the least in debt) wins.

Ties are settled by who can dig the deepest hole.

CHAIN GANG

2-4 Players

Setup:

1. Deal 5 cards face up in a row in front of each player.
2. Deal 1 hand of 12 cards for each player.
3. Place the rest of the deck off to the side. You will not need them for the rest of the hand.
The player to the left of the dealer goes first. Play proceeds clockwise.

Game Play:

1. Each player takes 2 cards from their hand and plays each above or below 1 of the cards in front of them. **NOTE: You could play both hand cards on a single tableau card, or you could play them on 2 different table cards. You could play both above, below, or any combination of above and below.**
2. Players pass their hand to their left.
3. Repeat steps 1 and 2 until everyone has emptied their hands.
4. Players receive -1 point for each misspelled or incomplete word, +1 for each proper word, +2 for having the longest word at the table, and +2 for having the word worth the most face points. Scored words are spelled out vertically.

Winning:

- Play 3 hands.
- The player with most points wins.
- Ties are shared.

Solo Variant:

Rules are the same as above, but the player is allowed to "cash in" a completed word in order to draw a new starter card. After playing 2 cards to the tableau, they draw 2 more to their hand. The goal is to draw through the entire deck.

GLOSSARY

Hand:

1. These are the cards that you hold in your hand, hidden from the other players.
2. A round of play consisting of a single hand of cards.

Pot:

Chips placed in the center of the table. They will go to the winner of the hand.

Draw:

To take a card from the draw pile.

Draw Pile:

The deck of cards remaining after the deal. This is placed face down in the middle of the table.

Discard Pile:

The stack of cards discarded by the players. This is placed face up near the draw pile.

Tableau:

The cards that have been played in front of a player.

Art & Graphic Design: Josh Deeb

Proofing & Editing: Shannon McDowell & Kelsey "Keshie" King of Omen Games

Game Design: Andrew Ulysses Baker