



Rules & How to Play

Objective

Be the first to make a word to win the points!

Setup

Randomly choose one card from the uppercase letter deck. This is the starting letter for the word. The uppercase deck is not used again until the next round.

Each player is given seven cards from the deck containing lowercase letters and the bonus cards. The youngest player goes first.

Starting the Game

The first player chooses an appropriate letter to play to begin spelling a word. Players must not tell each other what word they are trying to spell! The word may change throughout the game.

Second Turn and Beyond

Each player takes a turn putting down one card to continue spelling a word. If the player cannot continue the word with the existing letters, they may either:

- 1) Place a different letter on top of the most recently played letter to change the word. The value of the old letter continues to count towards the total points for the round.
- 2) Pull one card from the top of the deck. This can be played immediately if appropriate, either by adding to the word or playing on top of the most recent card. If the new card cannot be played, that is the end of their turn.

Playing Bonus Cards

Bonus cards can be played at the same time as lowercase cards. The lowercase card should be placed on top of the bonus card.

- **Double for the Winner! Card**
The winner of the round gets double the points if this card is played during the round.
- **Double Card Points! Card**
At the end of the round, double the points of the card sitting on top of this card.
- **??? Card**
This card can be played by itself in place of any letter you need. Points earned are equal to the value of the normal lowercase card.
- **Card Swap! Card**
The player can swap any card in their hand with an opponent's card or choose one from the unplayed decked.

This card must be forfeited once used by returning it to the bottom of the deck. The swapped card can be played immediately as part of the turn.
- **Minus Points! Card**
When this card is played, add up all cards played so far in the round. This is the amount the player of the *Minus Points* card can subtract from an opponent.

Subtracted points are not gained by the person who played the card.

This card must be forfeited once used by returning it to the bottom of the pile. No other cards can be played during the turn.

Bonus Card Finishing Move

The “*Double for the Winner*” and “*Minus Points!*” bonus card can also be played independently to finish a word. For example:

Letters Played: “B” – “o” – “o”

The player whose turn it is has no letters to add but holds a bonus card. The player can play this card as their turn.

Unless their opponent can continue the word by placing a card on top of the bonus card, the round is over. The winner is the player of the bonus card, either doubling their win or subtracting the total from their opponent.

One Card Rule

When a player reaches one card remaining in their hand, they must shout “AlphaBeetles!” or they must pull another card from the deck.

Winning the Game

The round continues until a complete word has been spelled out. If no other players can add to or alter the word, the person who finished spelling the word wins the round and collects the points.

All played and forfeited cards can then be reshuffled to start the next round with a newly chosen uppercase card.

Play continues until kids get sick of playing, at which time the person with the most points is the grand champion.