

Learn to *Write* Standard and *Cursive* Letters in an **Easy** and **Exciting** Way!

Also great
as individual
Flashcards!



Educational
Fun



108
Cards



2-4
Players



Ages
7 / 77



20-30
Minutes



Home /
School

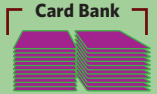
"Make AMERICA *Write* Again"™

New Game Concept!
Shhhhh!
Don't tell
your teacher...
it's fun!

START

How to Play

1 **Shuffle cards.**
Place in center, face down.



2 **Each player picks 14 cards, then:**

- **Decide** what to keep or lay out.
- **Keep 7** cards in your hand. These are your **private cards**.
- **Lay out 7** cards face down. These are your **community cards**.



3 Everyone **turns over** their laid out **community cards**, and sorts them in alphabetical order.



4 **Play** in a **clockwise direction**.

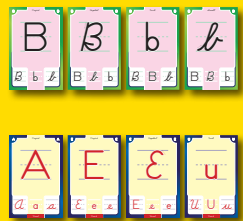


PLAY

First, pick 1 card from the **card bank**.

Then, make as many sets as you can using all your cards and everyone's community cards.

A **set** consists of a **complete alphabet letter series** (4 cards).
Sets can also be made using **any 4 vowel cards**, script, block, upper or lower case.



Did you match up sets during your turn?

Restock from the **card bank**, until you have **7 private** cards and at least **7 community** cards. **Your turn is now over.**



Can't make any sets? Take one of your private cards and add it to your community cards. **Your turn is now over.**

WILDCARD

Presenting a wildcard to another player converts all their cards into community cards! You can use multiple wildcards during a turn, forcing multiple players to give up their private cards.

You are now first to make sets using your private cards and everyone's community cards.

It's now your lucky chance! Unless...



...that player also has a wildcard!
In this case, they can either:

- 1 **Present** their wildcard, which voids them both; or
- 2 **Keep** their wildcard and lay out all others.



- When presented with a wildcard, don't pick until your next turn. Then, restock until you have 7 community cards and 7 private cards (+1 card for the new turn).
- **Presented wildcards are put aside**, and do not count as a set.

FINISH

A player **must** take an action during a turn.

No cards remaining in the card bank?

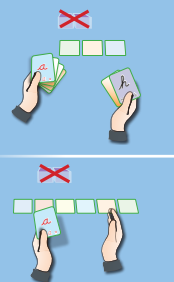
Start your turn by making sets from your private cards and all community cards.



Can't make sets? To fulfill an action during your turn, you **must** do one of the following:

- **Add as many** private cards as needed to have 7 community cards.
- **Add 1** private card to your community cards (even if you have more than 7 laid out in your community cards). **Your turn is now over.**

When no cards are left to play, **the game is over.**



Rack up the sets... and win!

In case of a tie, the first player with no private cards left **wins first place!**



108 cards = 26 Sets *Plus* 4 Wildcards

2-4 Players

Ages 7 / 77

20-30 Minutes

Home / School