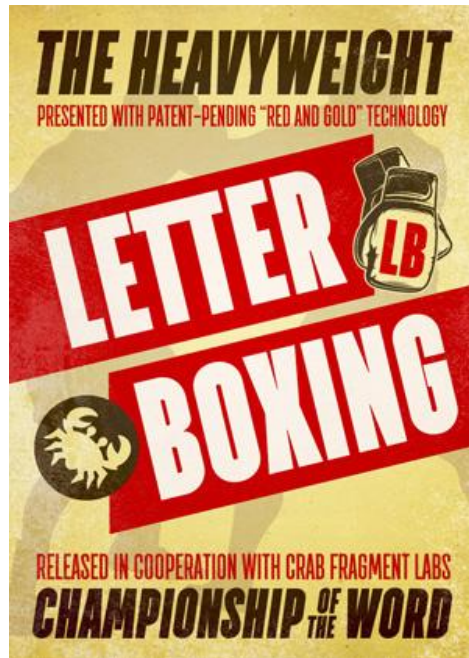


Letter Boxing

A word game from Crab Fragment Labs

Rules V 2.0, 6/28/22



Welcome! Letter Boxing is a word game using a 72-card letter deck. Players take turns playing cards into a single string in the center of the table, with the goal of completing an English word. You score points by completing a word that your opponent can't improve. You can also score points by bluffing, or by catching your opponent in a bluff.

Building The Deck: The deck is basically letters and numbers, simple enough that you can create your own with blank cards. You can also print our free PDF, or buy a very nice version from our friends at [DriveThruCards](https://www.drivethucards.com/).

Players: 2 (See below for larger groups)

You Need: The Letter Boxing deck, and a way to keep score

The Deck: The deck contains 72 cards, including single- and double-letter cards. Each card is either yellow or red. Red cards can't be played *last* (meaning, they can't be played last in *time*. It doesn't matter where they appear in the word). See below for more details.

Setup: Shuffle the deck and deal a hand of 8 cards to each player.

The Coin Toss: To determine who goes first, each player chooses "odd" or "even." Turn over the top card of the deck to start the first word. The point value of this card, either odd or even, determines who will go first.

Each Turn: First, if you do not have 8 cards in your hand, draw your hand back up to 8. If the deck is empty, reshuffle the discards to replace it.

You then have three options: **Play**, **Fold**, or **Challenge**.

Play: Usually, you will play one card from your hand, adding it to a single string of cards in the middle of the table. You can add a card at the beginning, at the end, or anywhere in the middle of the sequence. You can't rearrange the cards in play.

Your basic goal is to finish a word that your opponent can't improve. Along the way, you will create non-word strings, but the intent is always to build towards a legal word. If you play nonsense letters, you will be challenged!

Draw a replacement card after each play, ending your turn with eight cards.

Fold: Discard as many cards as you wish, and draw replacements. Folding ends the round, and your opponent scores points for all the cards in play. Discard the cards on the table and start a new round.

Typically, you should fold when the string is a legal word that you can't improve, or when it isn't, but you are confident that your opponent can finish it. The benefit of folding is that the word stops growing, and you get to discard and replace as many cards as you want.

Challenge: If the current string of cards is not a legal word, and you don't believe that your opponent can finish a legal word using only the cards in their hand, you may *challenge*. The results will depend on what your opponent can do.

When challenged, your opponent may play *any number of cards* from their hand. They may not draw more cards.

If they can make a legal word, they score the point value of the entire word. If they can't, then the challenger (you) scores the value of the cards on the table. In either case, discard the cards on the table, and start a new round.

Next Round: At the end of a round, discard all the cards from play, and deal a new card from the deck to start the next round. The player who scored points in the previous round will play first.

Winning: Play to 60 points.

Legal Words: A legal word is any English word that is not capitalized or punctuated, and uses *at least two cards*. If you have a dictionary, you can use that as your test. Or you can use any agreed-upon reference. Be wary of using "the internet," as it's not that consistent.

In addition to the above, a word isn't legal if the final card played is *red*. Red cards can appear anywhere in a word, including at the end, but they can't be played *as the last card in turn sequence*.

Related to this rule, if a player is challenged, and completes a word using multiple cards, at least one of those cards must be yellow.

The Red cards are: **D, R, S, Y, ED, EN, ER, IN, and RE.**

Dictionary Challenge: If they wish, a player may challenge a finished word by referring to the dictionary. If the word is legal, play proceeds (there is no penalty for challenging a legal word). If the word is not legal, the points for the string go to the challenger.

Players may not refer to the dictionary before completing a word.

Rules for 3 or More Players:

Although it is best as a 2-player game, Letter Boxing can also be played with 3 or more. Here are the changes and additions to the rules above:

Starting: Use a token object (such as the deck box) to indicate the starting player. Choose the first starting player at random.

Folding: When a player folds, they may discard and draw cards, but play continues and skips over that player until the round is over.

Challenges: Any player, on their turn, may challenge the previous player only. This ends the round. The challenge has one winner and one loser; the other players are not involved.

Leading: After each round, pass the starting token to the left.

Credits

Design and Test: James Ernest, Jeff Wilcox, Nora Miller, Mike Selinker, Jeff Morrow, Chad Brown, Keith Richmond, Leslie Boyter, Sharon Goldman, Bree Goldman, Dan Goldman

Feedback: Send questions and comments to Crab Fragment Labs, and thanks for playing!

Letter Boxing Deck List

Card	Qty	Pts	Card	Qty	Pts	Card	Qty	Pts
A	3	1	P	2	3	ER	1	3
B	2	3	QU	1	6	HA	1	4
C	2	2	R	2	3	HE	1	3
D	3	3	S	3	2	ST	1	5
E	3	1	T	3	1	IN	1	4
F	2	2	U	2	3	IS	1	6
G	2	2	V	1	4	LE	1	6
H	2	2	W	2	2	ND	1	4
I	3	1	X	1	6	ON	1	4
J	1	6	Y	2	4	OU	1	4
K	1	4	Z	1	6	RE	1	5
L	2	2	AN	1	4	TE	1	6
M	2	2	AS	1	6	TH	1	3
N	3	1	ED	1	4	TO	1	5
O	3	1	EN	1	5			