

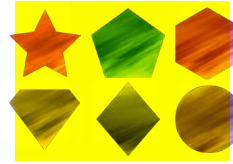
Better Letters



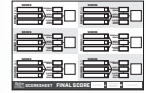
82 Word Rule Cards



30 Personal Bonus Cards



36 Player Tokens



1 Scorepad



23 Bonus Tokens
(if you run out use a substitute)

GOAL

Come up with words that meet the criteria set forth by the grid of Word Rule cards. Score points for difficulty and type, and meeting personal objectives.



SETUP

1 Shuffle the Word Rule cards and deal them out to form a 3x3 grid (in later rounds the grid will expand) between players. **2** Shuffle the Personal Bonus cards and deal out three to each player. Each player will select two to keep and discard the others to a discard pile, **3** which is set above the grid. These are kept secret from other players. **4** Give each player a set of six Player tokens and a new **5** Scoresheet along with a pencil. **6** Finally, form a pool of Bonus tokens above the grid.

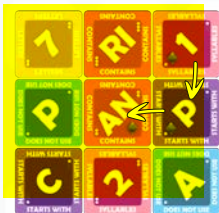
GAMEPLAY

Better Letters is played in **6 rounds** with all players acting at the same time. Each player has 60 seconds (use an appropriate timer) to form a word(s) by following the restrictions listed on one or multiple Word Rule cards. Your word may begin with any Word Rule card and proceed **orthogonally** to adjacent cards. All cards may only be used once by each player and the path may not cross over itself. Write down up to three words onto your Scoresheet in the corresponding boxes in the round you are in. When you are satisfied with the words you have found, place a checkmark in the box next to the one you want to submit. When the 60 seconds are up (or if everyone finishes before the timer runs out), in no particular order, all players reveal their selected word out loud and place their Player tokens on the Word Rule card(s) they utilized.

SCORING

Once all Player tokens are laid out, scoring commences. Any cards with only one Player token awards that player the point value (dots) shown on the card. If the card also had Bonus tokens on it, they score those too (one point each).





Jose chose to use “Plant” as his word. He places a token on the 1 Syllable Word Rule card, then another on Starts with P, then ends with **Contains AN**.

“Plant” successfully follows the rules on each of these Word Rule cards: it is 1 syllable, **contains AN**, and starts with a P.

Any cards with more than one Player token on it are worth one point less.

If a player used 5 of their Player tokens they get a +1 bonus. If they used all 6, they get a +2 bonus.



Diamond player scores: 1+1+2-1 (for sharing AN with another player) for a total of 3 points.

Circle player scores: 2+2-1 (for sharing AN) for a total of 3 points.

Hexagon player scores: 6 points (3+2+1).

CONTAINS: The letters found on these cards must be in consecutive order to be scored. **Contains EN** would score for the word “Even” but not for “Near”.

NEXT ROUND

Any cards on the board without Player tokens on them receive a **Bonus Token**. All other cards are placed in a discard pile. Return used Player tokens to their owners and used Bonus tokens to their pool. Refill the board according to the round. You may draw 2 Personal Bonus cards, keeping one and discarding the other.

SIZE OF GRID IN EACH ROUND

Round 1: 3x3 grid **Round 4:** 4x5 grid

Round 2: 3x4 grid **Round 5:** 5x5 grid

Round 3: 4x4 grid **Round 6:** 5x5 grid

PERSONAL BONUS CARDS

Personal Bonus cards should be revealed and discarded immediately when completed. Score them in the round they were revealed by writing down the number of points equal to the number of dots on them. If the Personal Bonus deck is ever empty reshuffle the discard pile into a new deck. *All Personal Bonus cards are negative points at the end of the game if not fulfilled.*

INVALID WORDS

Submitted words must not be hyphenated, abbreviated, a contraction, foreign, nor proper. Only words found in a standard English dictionary may be used. If a word is determined invalid by the majority of players, or you are unable to come up with any words in the round, no points are scored, and player’s tokens are removed before calculating other scores.

GAME END

Better Letters is played over six rounds, with the game ending immediately after the sixth round.

FINAL SCORING

Sum up the scores you attained in each round for a final tally. The player with the highest overall total wins! If tied, the person who scored the most points worth of Personal Bonuses is the winner. Any further ties means you need to play again!

FOR AN EASIER GAME

Make a round last 90 seconds.

CREDITS

Designer: Scott Brady

Graphic Design: Tony Mastrangeli

Playtesting: Nicole Brady, Madison Brady, Kennedy Brady, Abby Davidson, Tom Davidson, Elizabeth Davidson, Lindsay Davidson, Matt Jones, Jeff King, Ryan Neumeyer, Justin Nichols, Andrew Stiles, Erica Zaffke



© 2024 Play to Z.
All rights reserved.

Play to Z
731 Logan Blvd S.
Naples, FL 34119
www.playtozgames.com