

SCRABBLE DASH

Age 10+

2-4 Players

Object – Be the first to collect 5 dash cards.

Contents – 86 Scrabble letter cards separated into vowels and consonants, 19 dash cards.

Set up – There are two sets of letter cards – vowels and consonants. Shuffle each deck separately and deal each player two vowel cards and five consonant cards. These seven cards make up your hand. Remaining letter cards remain separate and are placed in piles. Dash cards are placed face down between the two.

Playing the game – The first player turns over the top card from the pile of dash cards. All players now race to match what's on the dash card by making a word from the letters in their hand. The first player to get a word down takes the dash card.

Note – It is sufficient to get the cards down onto the playing area. They do not have to be in the correct order. Also the winner of the dash card is the first person to lay down the word. It is not the first person to merely say a word and then lay it down.

The winning player discards the cards they used to create the word and draws back up to seven cards, The player now gets to choose if they will take from the vowel or consonant pile (or mix the two).

The next player in order now turns over another dash card and players again try to be the first to lay down a word that matches that dash card.

Note – if no one is able to play a dash card, that card is put back on the bottom of the deck and a new card is drawn.

If there is a tie with players getting their words down on the table, no one gets that dash card. It is put back on the bottom of the dash card pile, tied players put their letter cards back into their hand, and the next dash card is chosen from the top of the pile.

Exchanging Cards

If a player cannot spell a word using the letters in their hand, they may exchange any number of their cards for new cards from the draw pile but they may not participate in that round of play. Their opponents still compete to win the dash card. In a two player

game, this means that the opposing player automatically gets the dash if they can play a word that matches it.

Old cards are shuffled back into the deck after the player has chosen new ones.

Winning the Game

The first player to collect 5 dash cards wins the game!

Dash Cards

Word length – play a legal word with exactly the listed number of letters.

Word type – Play a legal word that is the part of speech listed. A verb is a word that denotes action and a proper noun is a specific name that always takes a capital letter, such as London or Robert.

If you have a word to play that can be a proper name, you may play it as long as you say what name you mean.

Letter Specific – When one of these dash cards is turned over, the turning player then turns over the top card of the vowel or the consonant pile, their choice. Players use this card to count as the letter card. Players do not have to have the letter in their hand.

For example, the dash card “has a...” is turned over. The player chooses to take the top letter from the consonant pile and turns over the letter D. Player 1 has the letters B, A, T, R, M, E and F in their hand and quickly plays the A, R, T to spell Dart. The letter D card is discarded with the other cards from the player’s hand.