

Bet Your Word

A Poker-Like Word Game

(April 6, 2021)

Bet Your Word is a card game where you try to make the best-scoring words using common shared letters. For two to four players, aged 8 and up, plus a solo mode.



LASERCUT COMPONENTS:

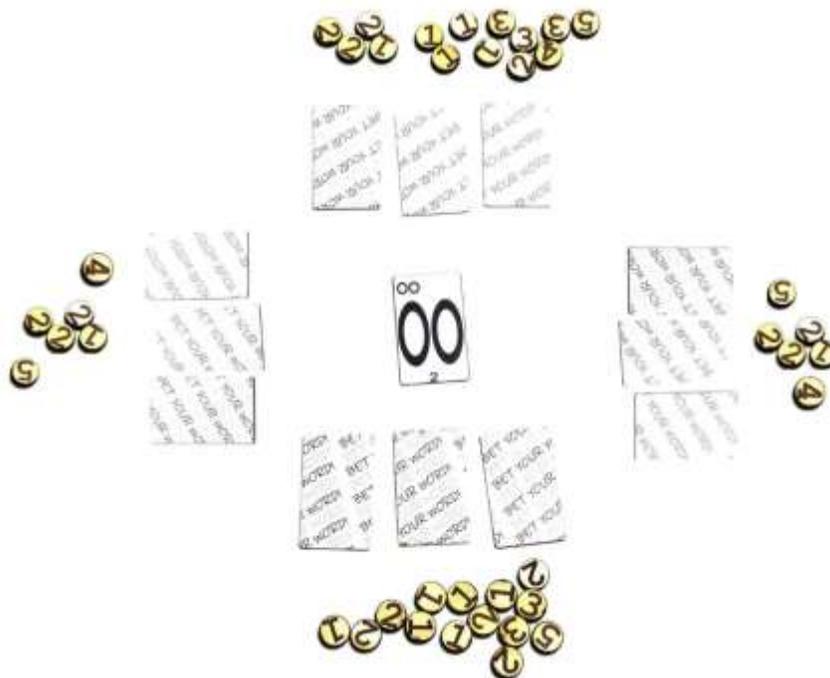
- 90 A-Z letter and bigram (2-letter) fragment cards
- 50 coins in various cent denominations

OVERVIEW:

Using letters on the cards in your hand and the central card showing, visualize your best word and bet to see if you can beat your opponents' words. The game is played like poker, with antes, pots, betting, folding and even bluffing. Each player alternates to be the dealer.

SETUP:

- Shuffle the cards and place them upside down in a draw pile.
- Give each player an equal number of coins
- Select any player to be the first dealer.



GAME PLAY:

Players will play in rounds, alternating being the dealer. There will be two deals per round.

On the first deal:

- The dealer will deal three cards to each player.
- Each player antes one “cent”.
- The dealer flips over the next card from the draw pile as the common letter(s) card for the entire round.

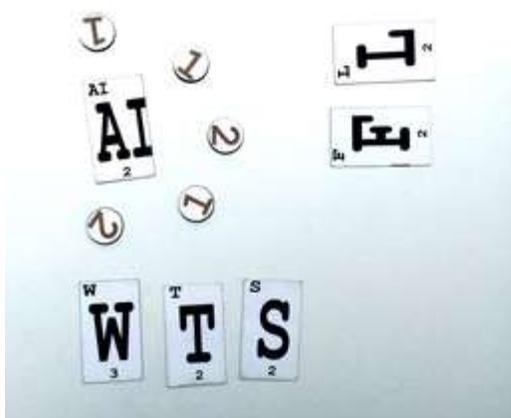


- Each player attempts to visualize a word using any combination of the letters in their hand and the common card's letter(s).
- Starting with the player to the left of the dealer, players can then bet a coin.
- If someone bets a coin, all players must match the bet by putting a coin into the pot or folding. They can also raise the bet.
- If no one matches a bet, the initiating player wins the pot.



On the final deal (once betting has stopped):

- The dealer will deal one more card to each player.
- Players will attempt to visualize a better word.
- A round of betting will commence, starting with the player to the left of the dealer.
- All players who wish to bet their word, must match the current bet and can optionally raise a new bet.
- When betting is complete, each player reveals their cards and calculates the score for their best word including the common letter(s)



For example, one player is betting on FAIL and the other has WAITS.

FAIL will yield 6 points.
WAITS is worth 9 points.

- The player with the highest point value keeps all the coins in the pot and places the cards into a discard pile.
- Note: If there is a tie, the player with the alphabetically-highest word wins the pot.



The next player becomes the dealer and the next round commences (as above).

Play continues until no more cards can be drawn.

ENDING THE GAME:

When no more cards can be drawn, players add up their coin values to determine the winner. If there is a tie, the youngest player wins.

Example:

The player on the left folded (best word was “PIN”). The remaining two players had a couple of betting rounds.

TRAIN with 8 points tied with MINK. However, TRAIN won because it is an alphabetically higher word. That player collected the pot worth 15 points.



VARIATIONS:

1. Play with three or four deals, with one card per deal and betting between deals.
2. Play with two cards in the middle instead of one.
3. Play with five cards in hand instead of four.

SOLO GAME PLAY:

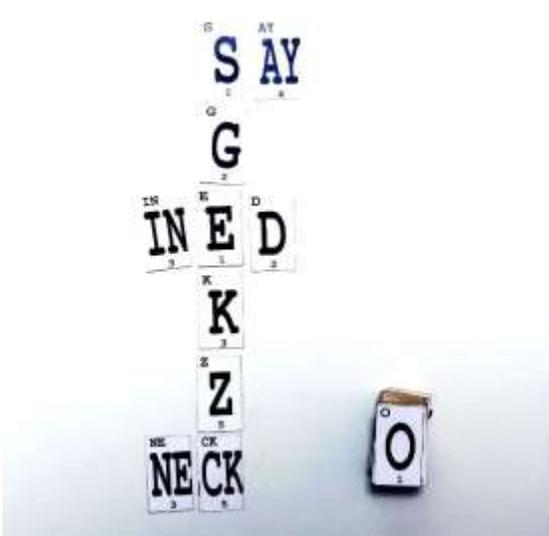
Try to make as many words as possible. Shuffle the cards and line up single cards as follows in at least five rows for better organization. Maintain your draw pile with the remaining cards.

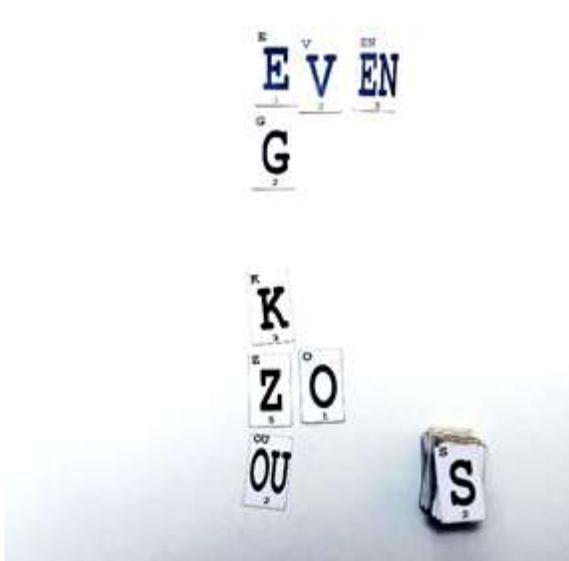


Draw one card at a time, adding to a row, making and removing words as you go.

If you can't make a word, create a new row or add the letter to any row.

Move letters around between rows and unscramble as needed.





To win the SOLO game, deplete the draw pile and have no more words to make.

OVERVIEW

- Deal a common card face up
- Players ante one cent each into the pot
- Each player is dealt three cards
- Players visualize their best word (so far)
- A betting round commences
- Deal a final card to each player
- Play a final betting round
- Words are revealed
- The best word wins the pot.