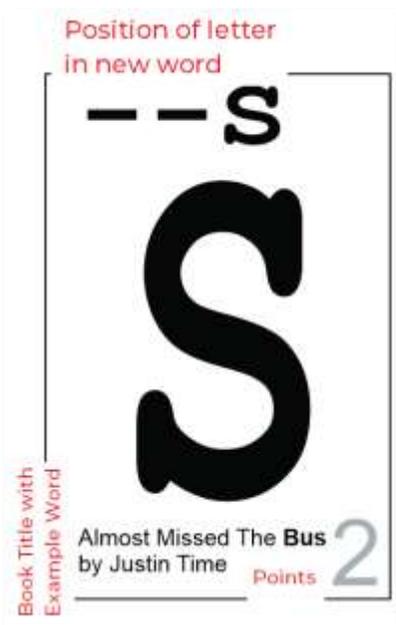# Leaping Letters
A Three-Letter Words Game

(June 26, 2021)

The librarian has locked up all of the "naughty" books in the library. The books plot their escape back to their respective shelves. Letters will "leap" from book titles to form words. Once a word is formed, a Library Card is obtained. Eventually, Library Cards are exchanged for Key Cards to aid in the escape.

Position of letter in new word

- - S

S

Book Title with Example Word

Almost Missed The **Bus** by Justin Time

Points 2

COMPONENTS

- 90 Letter Cards with book titles, letters, points and positions
- 40 Library Cards
- 30 Key Cards (Keys).

OVERVIEW

Using letters from the Letter Cards in your hand and those on the shared "community" cards, form three-letter words using a specific pattern. These patterns are found on each Letter Card. Collect Library Cards and Key Cards (keys). Five keys will unlock all the library section doors to get your book back to its shelf to win the game!

SETUP

1. Shuffle the Letter Cards.
2. Place three Letter Cards face up as the initial set of community cards.
3. Deal five Letter Cards to each player.
4. Place the remaining Letter Cards face down as a draw pile.
5. Place the Key Cards in a draw pile
6. Place the Library Cards in three separate decks (3,4,5).

GAME PLAY

Play in rounds, collecting Library Cards and exchanging them for Key Cards. Players take turns playing until someone has no cards left in their hand. On each turn, a player can perform one action:

- Use one of their Letter Cards to form a word with two community cards or
- Exchange one of their Letter Cards with the next card in the Letter Card draw pile *or*
- Draw a new Letter Card and attempt to play it immediately.

If you were able to form a word, collect a Library Card worth the value of the word formed. For example, if "ACT" was formed, collect a 4-point Library Card.

Each new word formed provides an opportunity for the next player to rearrange letters into a new word. If a player cannot form a word, their turn ends.

Continue clockwise with the next player.

FORMING A WORD

After thinking of your new word, discard the one community card you won't need. Add your new letter to the two remaining letters to form the new word. The letter added must be in the position indicated on its card (its Designated Position), but the other letters can be in any order. (The patterns on the other letters in the community pile are ignored.)

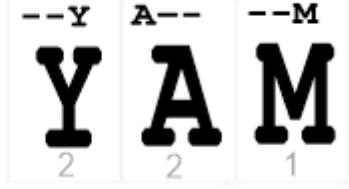There are only three patterns to indicate where your letter must be positioned in the new word:

Must be the first letter	**T--**	**T**RY, **T**OP, **T**AN
Must be the middle letter	**-A-**	H**A**T, B**A**R, S**A**P
Must be the last letter	**--Y**	WA**Y**, BU**Y**, TO**Y**

To summarize:

1. Visualize your new word.
2. Discard one community Letter Card (that won't be used in your word).
3. Add your Letter Card.
4. Arrange the letters into the new word, ensuring that the card you added is in its Designated Position.
5. Collect a Library Card matching the total value of the new word.

Example

Rearrange **DAY** into **YAM** by adding **M** at the end. **D** will be removed. **M** is added and the letters are rearranged to form **YAM**.

Community Cards	Add a Letter	New Word
D-- A-- --Y **D A Y** 1 2 2	--M **M** 1	--Y A-- --M **Y A M** 2 2 1
D will be removed to leave **A** and **Y**.	M must be at the end of the new word.	**YAM** will collect a 5-point Library Card.

COLLECTING LIBRARY CARDS

Each time a valid word is formed, count the point value of the word formed and grab a Library Card of equal value. Positional letters are worth 1 to 3 points. Library Cards are worth 3 to 5 points. However, if you form a 6-point word like "INK", grab two 3-point Library Cards.

ENDING THE ROUND

When one player eliminates all the Letter Cards in their hand, the round is over. Allow the remaining players to make a word. Each player adds up the value of the Library Cards and deducts any letters left in their hand.

The person with the most points takes a Key Card. If there is a tie, all tied players get a Key Card.

Return all of the Library Cards to their respective decks.

Start a new round (with the next player).

WINNING THE GAME

The player who collects five Key Cards wins the game.

SOLO GAME PLAY

Deal three Letter Cards as the community cards. Deal yourself ten Letter Cards. Attempt to use all of your cards to form words. Add a letter from your hand using its Designation Position. Rearrange the other two cards into your new word. Draw a new Letter Card each time you cannot form a word. The game ends once you've playing all the cards in your hand.

Count the number of cards in the community pile. The objective is to use the minimum number of cards. The best score is 13 (no extra cards drawn).

This requires some advance strategic planning to organize order of placement.

Library Cards: 5 5 5 5 5 / 3 4 3 4 3 / 3 4 3 4 3

KEY CARD (×10)

Letter cards (top grid): A B C D E / A L M N O / U W W U Y / G I L L M / T X B Z E

Y — You Don't Say by I. D. Claire — 3

Y — You Wash, I'll Dry by Terry Cloth — 2

B — I Need a Cab by Ima Late — 2

C — Tires On Ice by U. Sless — 2

M — Ham Radio Primer by Loudon Clear — 1

N — Bottom Of The Can by Hazel Nutt — 1

O — Sound of the Owl by Hugh T. — 2

P — Soda Pop History by Ginger Ale — 1