



Alfa Cards is a word-building game where players create, extend, or transform words using letter cards

Contents

- 176 letter cards + 4 blank cards (180 total).

To Prepare

- Score sheets: paper & pen

Player count

- 2–6 players recommended

Card Distribution

Letter	Count	Letter	Count	Letter	Count
A – 26	B – 4	C – 5	D – 6	E – 18	F – 3
G – 6	H – 4	I – 14	J – 2	K – 10	L – 5
M – 7	N – 10	O – 9	P – 6	Q – 1	R – 8
S – 6	T – 8	U – 10	V – 1	W – 3	X – 1
Y – 2	Z – 1	Blank – 4			

Total: 180 cards.

Setup

- Shuffle the cards to mix them up nicely.
- Distribute 7 cards to each player. Each player starts with 7 cards in their hand and will always have 7 cards in their hand unless there is no more cards in the draw pile/deck.
- The balance of the cards are stacked into a pile and placed it where every player can reach it. This pile is called the draw pile/deck.
- Decide who goes first (e.g., random draw, youngest, or highest card drawn).

Gameplay

- Players take turns building words using their cards.
- Valid words must:
 - Be at least 3 letters long.
 - Use only standard dictionary words (unless using optional variants).
 - Follow one of the four word-building methods (**Stand Alone**, **Superimpose**, **Connect**, **Hybrid**).
- Card Replenishment: After each turn, draw cards from the draw pile/deck until you have 7 cards in hand. If the draw pile/deck is finished, continue with what you are holding.

Blank Exchange

- On their turn, a player may exchange one card in hand for a blank card already played.
- That card replaces the blank on the board.
- For example, the blank card played is an “A”. You can only exchange with an “A” card you have.
- The blank goes into the player’s hand. It can only be used in the next round.
- This exchange counts as the player’s turn but scores 0 points.
- No card are drawn afterward since the player still has 7 cards in hand.

Scoring Basics

- New card played = 2 points.
- Played card = 1 point.
- Starter Word Bonus = +5 points.
- Hand Clear Bonus = +20 points if you use all 7 cards in hand in one turn.
- All resulting words in a turn are scored.

Word-Building Methods

1. Stand Alone (Starter Word Only)

First word of the game.

Example:

MAKE = (4 new cards × 2 points per new card) + 5 bonus for being first = 13 points.



2. Superimpose (Stacking)

Place new letter(s) on top of existing one(s).

Example:

MAKE → MATE (D over K) = 5 points (3 old cards × 1 point per old card) + (1 new card × 2 point per new card)



You can stack only at one word per turn. However, on one word, you may stack on a few letters during your turn.

Example 1:

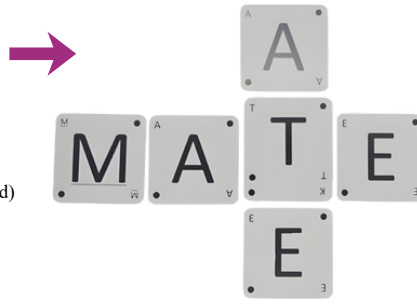
MAKE → DATE (D over M & T over K)



SCORE: (2 new cards, D&T × 2 points per new card) + (2 old cards, A & E × 1 point per old card) = 4 + 2 = 6 points.

Example 2:
MAKE → MATE & ATE
(by adding the word ATE with the T superimposed over K).

Score: MATE (3 old cards, MAE x 1 point per old card + 1 new card, S x 2 points per new card) + ATE (3 new cards x 2 points per new card) = 5+6 = 11 points. You can only stack each letter once. It is not allowed to stack D over M and score and at the same turn stack R over D to score another word!



3. Connect (Extending/Attaching)

Add letters to extend or branch a new word.

Example 1:
MAKE → MAKES + SET (by adding SET at the end of MAKE)

Score: MAKES (4 old cards, MAKE x 1 point per old card + 1 new card, S x 2 point per old card)) + SET (3 new cards, SET x 2 points per new card) = 6+6 = 12 points



Invalid Moves

- Two-letter words.
- Rearranging existing words.
- Dangling letters that don't form valid words.
- Doing Stacking & Attaching in one move.
- For example, stacking T over K and adding S at the end.



Challenges & Disputes

- Players may challenge if they believe a word is invalid.
- Use a standard English dictionary (printed or digital) as the authority.
- If valid → challenger loses their next turn.
- If invalid → challenged player loses points for that move and returns cards to their hand.

End of Game

The game ends when any one of the following happens:

- Card Exhaustion + Hand Empty – All cards are drawn and a player uses their last card.
- No Valid Moves – Two consecutive full rounds of all players passing.
- Score Threshold (Optional Variant) – A player reaches a set score (e.g., 100 points for a short game, 200 for a long game).

Endgame Scoring

- Unused cards = -2 points each from player's total.

Winning

The player with the highest total points at the end of the game wins.

Optional Variants

- Speed Round – Each player has only 60 seconds per turn.
- Team Play – Play in pairs. Partners share a score but not cards in hand.
- Short Game – Use only half the set.
- Slang Mode – Allow slang and informal terms. Agree on a source.
- Bilingual Mode – Words can be in two languages (e.g., Malay + English). Must meet the 3-letter minimum.
- Abbreviations & Short Forms – Allowed if all players agree (e.g., CEO, ATM, TV). Must be 3+ letters.
- Theme Play – Choose a category (e.g., Food, Sports, Technology). Words matching the theme earn double points.
- Lightning Mode ⚡ – The entire game is timed (e.g., 7 minutes). When time's up, scores are tallied.