



# ALPHABET DICE GAME RULES

Campbell's® Alphabet Dice Game is a crossword anagram game played with dice. Up to six players will find it to be simple as soup to learn, but not so easy to master.

## THE ABC'S OF THE GAME

The object of the game is to score the lowest amount of points by placing all of your lettered dice in a community crossword lay out.

## EQUIPMENT

You should have received 36 Alphabet Dice and these instructions with score sheets printed on the reverse side.

## GAME SET-UP

Split the 36 dice up evenly between each player (18 each for 2 players; 12 each for 3 players; 9 each for 4 players; 7 each for 5 players with one die left out; 6 each for 6 players.) After writing the name of each player on a score sheet, play is ready to begin.

## TO BEGIN PLAY

**A** At the same time, each player picks up his or her dice, shakes them and spills them onto the table. The letters that land face-up become the **only** letters that each player can use to add to the crossword being assembled on the table.

**B** The person who bought this game becomes the first player to spell a word by using the face-up letters on his or her dice in the center of the table. This is the least we can do now that we have his or her money. If the owner isn't present, the person who borrowed this game goes first, at least he or she is resourceful. After that, the player with lowest score begins a round (called a "Serving").

**C** After the first word is placed, the next player to the left takes a turn by either adding letters to the end or the middle of the word or by using one of the letters in that word to spell a new word... like a crossword puzzle.

**D** During a turn, a player has the choice of doing one of the following:

- "Building."** Build the crossword by creating words and by adding as many letters as possible to existing words. When inserting letters into a word, the other letters cannot be jumbled.
- "Slurping!"** To *Slurp* is to pull one of the letters out of the crossword and replace it with one of your own letters. All words must still make sense after the replacement. The letter that is pulled (the *Slurped* letter) is then given to any player in the game. The *Slurping* player can also add other letters, but only to a word with the replaced letter. **A player may only Slurp once per round ("Serving"). Also, a Slurped letter cannot be re-used in the same word from which it came.**(See below.)
- "Passing."** if none of the above are possible, a player passes and the next player takes his or her turn.

**E** If every player is stuck and chooses to Pass, it's time to "**Re-Heat**" all the un-placed dice. All players pick up their remaining dice and spill them again. Play then resumes with everyone's new letters showing.



## SCORING

### SERVINGS

There are four rounds (called "Servings") to each game. A Serving is over when the first player is out of dice after all other players have had a chance to "Scrape the Bottom."

### SCRAPING THE BOTTOM

When a player places his or her last die, all the other players have one last chance to either place a letter or used a remaining Slurp on the player poised to win that serving. If that player is still out of dice after everyone has scraped the bottom, the Serving is over and the score sheet is marked accordingly.

### MARKING THE SCORE SHEET

The winner of a Serving scores zero points. The losers each score 1 point for each black letter left plus 1 point for losing. The score should be marked for each player after each Serving. Also be sure to check the box provided when a player uses his or her one Slurp.

### RED LETTERS

Each red letter scores **TWO** points against the player stuck with it.

### SOUPER 2X ROUND

The fourth Serving of each game is the **SOUPER 2X SERVING** in which all remaining dice totals are doubled. For example, if you have 2 black letters left, your score would be 4 points against you. All players, except the Souper winner score a minimum of 2 points against them.

## WINNING

The player with the lowest score total after the fourth (SOUPER) Serving is the winner. The losing players should consider consoling themselves with a warm bowl of Campbell's soup.

## MMGOOD WORDS & BAD WORDS

### GOOD WORDS

Players may spell any word that can be verified in an English dictionary (pick one), with the exception of the "bad words" below.

### BAD WORDS

Formal names (or words requiring a capital letter) cannot be used. Words with an apostrophe or a hyphen are not valid. Abbreviations are also not allowed.

### MMGOOD

"MMGOOD" is considered a valid word for the purposes of this game.

## USING YOUR NOODLE

### SLOWING THE FRONT-RUNNER

Slurped letters are usually given to players with the least amount of dice left to keep them from winning a Serving. Even the same letter can be Slurped just to slow a player down. Anything is better than wasting your one Slurp per Serving.

### SLURPING TECHNIQUE

- Giving yourself a Slurped letter might sometimes help you to place the rest of your letters. - Slurping a red letter for even the same black one is also a good move to lower your score and increase someone else's.

### LINGERING

If someone is taking too much time on their turn, that player can be forced to **PASS** by a majority vote of the other players.

