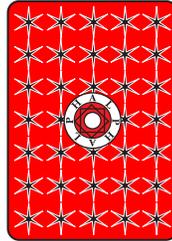


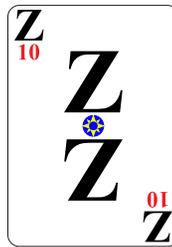
# THE

# CARDS

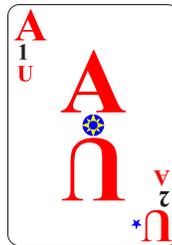
Before you start playing some games, first take some time to look at deck of cards. Alpha Playing Cards is a deck of 74 cards with the letters of the alphabet on them. There are three types of cards: the consonant cards, the vowel cards, and the wild cards. Every card has a point value assigned to it that is based on the frequency that the letter, on that card, is used in the English language. How many times a letter shows up in the deck is also based on the frequency with which the letter is used in the English language.



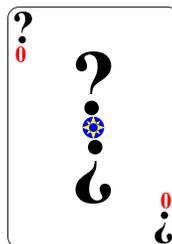
There are 42 consonant cards. The consonant cards have one consonant per card. The point values range from one point up to ten points. The most often used letters like T have a lower value and higher card count. There are three T's in the deck. Letters like Z have a higher point value but a lower card count. There is only one Z in the deck.



There are 30 vowel cards. The vowel cards are a little different than the consonant cards. There are 2 vowels on each vowel card. In most of the games a player can use either of the 2 vowels but not both. Since there are 2 vowels on each card and 30 vowel cards, there is a total of 60 vowels in the deck, 12 of each vowel. All vowels are worth one point except for the U, which is worth two points. You simply rotate the card, so the vowel you want, is in the top right corner.



There are 2 wild cards. The wild card (designated by a ?) can be used as any letter. The point value of a wild card is zero. In most games once a wild card has been played as a letter, it must remain as that letter until the next deal.



## Letter Distribution and Points

				Consonants							
Card	Qty.	Points		Card	Qty.	Points		Card	Qty.	Points	
B	2	8		C	2	4		D	2	4	
G	2	6		H	3	3		J	1	10	
L	3	3		M	2	5		N	3	1	
Q	1	10		R	3	2		S	3	2	
V	1	8		W	2	7		X	1	9	
Z	1	10						Y	2	7	

						Vowels					
Card	Qty.	Card	Qty.	Card	Qty.	Card	Qty.	Card	Qty.	Card	Qty.
A/E	3	A/I	3	A/O	3	A/U	3	E/I	3		
E/O	3	E/U	3	I/O	3	I/U	3	O/U	3		

All vowels are worth one point except for the U, which is worth two points.

**Word Games:** In most word games, in order for a word to qualify, it must be in a current dictionary and at least 2 letters long. Words may not be abbreviated, proper nouns, or a foreign language. How strict you are on these rules depends on the players.

One of the ways I like to play is that you can either challenge a word played, or question the word played. In a challenge, if the word is not found in the dictionary (or misspelled) the player doesn't score for the word, the word is removed, and then the next player goes. However, if the word is in the dictionary, then the player that made the challenge loses his next turn. If you question the word played, then you may look it up in the dictionary (and its meaning), but the word remains in play and is scored even if it's not a word (or misspelled). And for the rest of the game it is now a legal word.

**Tip:** I like to rearrange the consonants in my hand while looking for a word and then check to see if I have the vowels needed. Remember there are two vowels on a card when you look through them.