ALPHABETICALLY ADJACENT TO ANY OTHER LETTER
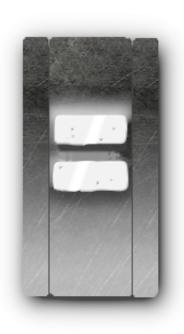
ALPHABETICALLY EARLIEST LETTER IN THE WORD

ALPHABETICALLY LATER THAN PREVIOUS LETTER

(IF THIS IS THE FIRST CARD, THEN LATER THAN THE FINAL LETTER)

REPEAT ANY LETTER

ONLY 1 OF THIS LETTER

REPEAT ANY LETTER

✻

✻

✻

ETA OIN

SHR DLU

CMF WYP

AEI OU

*

*

ALSO: DEAL OUT A SIXTH CARD FOR THIS ROUND (UNLESS DECK IS EMPTY)

SHRDLU

A GAME ABOUT FITTING LETTERS INTO BOXES FOR 2+ PLAYERS, BY KEVAN DAVIS

Shrdlu is a game of finding words that fit into randomly-dealt constraints.

GAMEPLAY

Shuffle the deck and deal out a row of **five cards**. (If one of those cards has the "deal out a sixth card" instruction, deal out a sixth card.)

An example spread would be:

Players then race to think of a word where **each letter obeys the constraint** on the card in the corresponding position, with asterisks allowing any letter.

So in the example above: a word that starts with E, T, A, O, I or N; whose third letter only appears once; and whose fifth letter is alphabetically later than its fourth. The second and fourth letters can be any letter, and the word must have five letters in all. A valid answer would be NIGHT.

The first player to call out a valid word **wins the round**.

The winner of a round takes the leftmost card of the row and keeps it face-down in front of them for **scoring**. Take the other cards of the row and put them onto the bottom of the deck.

If nobody can think of a word that fits the dealt cards, players can agree as a group to shuffle the row back into the deck and re-deal.

After **eleven rounds** (when there are no longer enough cards to deal out another round), the game ends and the player who took the most face-down cards wins. If tied, the tied players reshuffle the deck and play a final tiebreaker round.