ALPHA

GAME DESIGNER UUS MAAILM
PLAYERS 1-5
TIME TO PLAY 5-20 MINUTES
AGES 6+
OBJECTIVE See how many cards you can put together in alphabetical order

RULES

1. Shuffle the deck.
2. Select a time period for the game: 1 min, 3 min etc
3. Flipping the first card starts the game. Players attempt to put into alphabetical order as many cards as possible from the deck.
4. At the end of the time period, the cards are counted. Players get one point for each card correctly in order in the string. If any two cards are not placed in correct alphabetical order, one point is deducted for every card out of order.
5. Players can compete against each other or for personal bests.