

PICKLE LETTER



AGE
EAD
7+



CONTENTS: One 15-second timer, 104 tiles (4 of each letter of the alphabet), 17 Pickles

SETUP: Open the jar and (slowly) pour the tiles on the table. About half the tiles should be letter-side up, and the Pickles will be mixed in. Don't flip or separate any tiles, just smooth them out so none are stacked on any others.

MATCHING: Someone say "Go!" All players race to find in the pile as many matching pairs of letters as they can. When you make a match, shout the letter you're matching, such as "Ls!" Grab the two tiles you matched and keep them face up in front of you in your own tile pile.

- If you shout out a match and you're wrong, you have to pick a Pickle.
- If players can't find a match and there are **5 or fewer face-down** tiles remaining, flip the remaining tiles over and continue making matches.

PICKLE TIME: If you think no more matches can be found, shout "**PICKLE!**" and flip the timer. Your opponents now have **15** seconds to prove you wrong and shout any matches they see.

- If you're *correct*, and none of your opponents are able to find a match before time expires, they must *EACH* pick one Pickle. However...
- If you're *wrong*, and an opponent finds and shouts a match before time expires, *YOU* must pick a Pickle. Before the time expires, any opponent who shouts a match that you missed gets to take those tiles. However, you only have to take one Pickle, regardless of how many pairs your opponents find.
- Any player with **4** Pickles during the game is 'Pickled' (loses and is out of the game).

FLIPPING: Once time is up, the player who called Pickle quickly flips 10 tiles face up. No matches can be called while tiles are being flipped. Once the tiles have been flipped, play continues normally.

WINNING: There are two ways to win. First, if you're the last remaining player, meaning all other players are 'Pickled', you win on the spot. Otherwise, the game ends when the last match is made.

SCORING:

- players **earn 1 point** for each tile they grabbed
- **earn a 2 point** bonus if you collected all four of a letter (such as all four Zs, etc...)
- they **lose 3 points** for each Pickle they picked
- whoever has the most points overall wins
- if there's a tie in points, the player with the *fewest* Pickles wins.

IN A PICKLE? If players simultaneously shout the same match, whoever grabs the tiles first keeps what they grab. Remember, you can't call a second match until you've put the previous one in your pile. If no one is getting 4 Pickles, increase game difficulty by lowering the Pickle limit to 3.

Credits: Game Design-Damon Tabb, Graphic Design-Greg Preslicka, Jenn Vargas, Editing: Frank DiLorenzo

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