

ALPHACHEST

Print and play

WHAT TO PRINT

Pages 2 to 35 are the 199-card play deck. Print them all.
Pages 36 and 37 are the 12 reference cards, one per game.
Page 38 is a sheet of card backs. See below before printing it.

PAPER

Card stock of about 250-300 gsm is ideal. Ordinary paper works if you sleeve the cards, and sleeving is the easiest way to make them last.

BACKS

Several games deal cards face down, so the backs must be identical and the fronts must not show through.

Easiest: print fronts only and put each card in an opaque sleeve.

Or: print page 38 on the reverse. Print one test sheet first and check the alignment before committing to thirty-four of them.

CUTTING

Cards are 2.5 x 3.5 inches, laid out flush so one cut serves two cards. Marks in the margins show every cut line. A guillotine or craft knife and steel rule will be far tidier than scissors.

CHECK THE COUNT

The finished deck is 199 cards: 12 each of A E I O U, 7 of each other consonant, 4 each of K Q J V Z and X, and 10 wild stars.

The sheets already carry the right quantities. Print one of each page.

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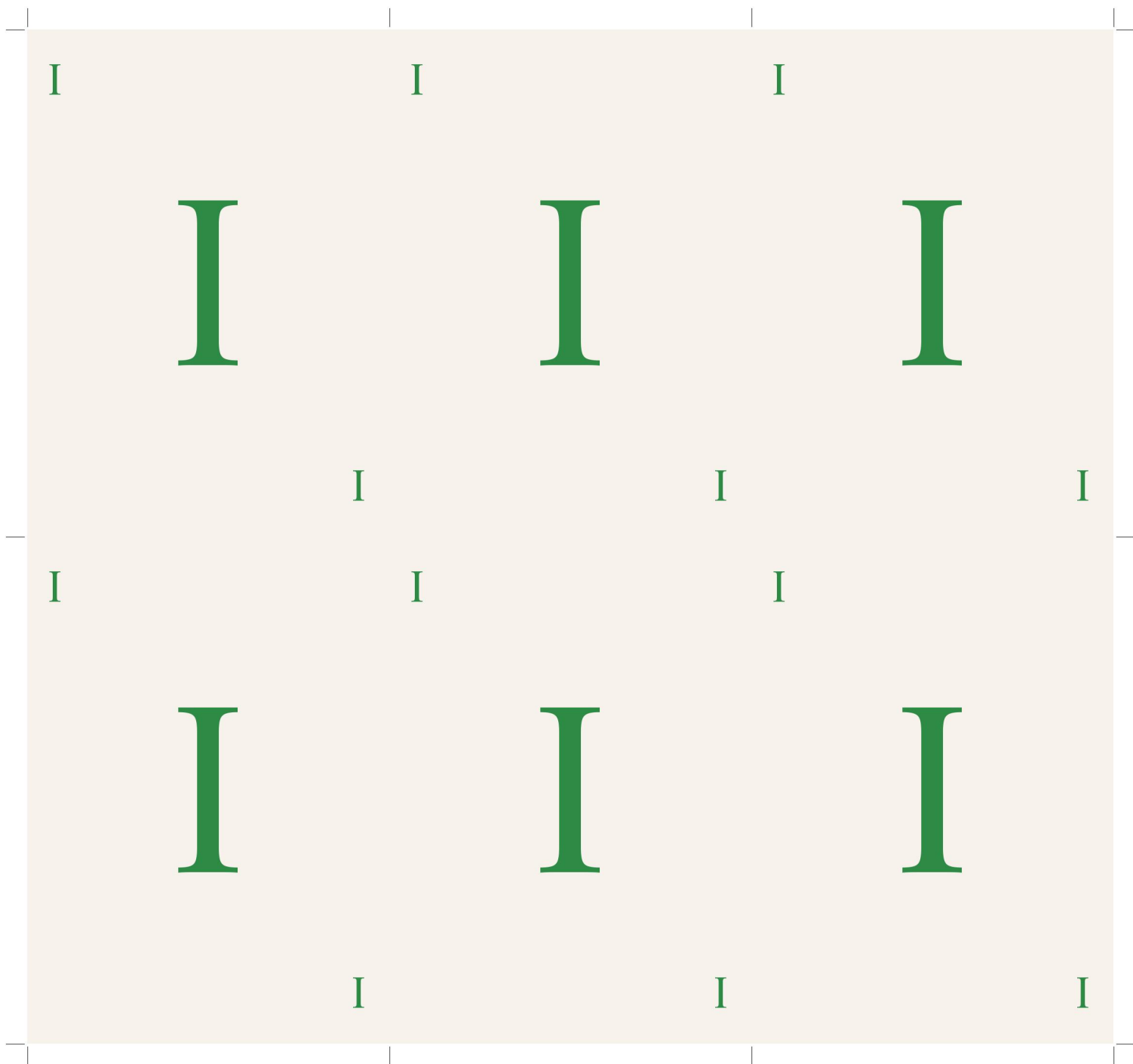
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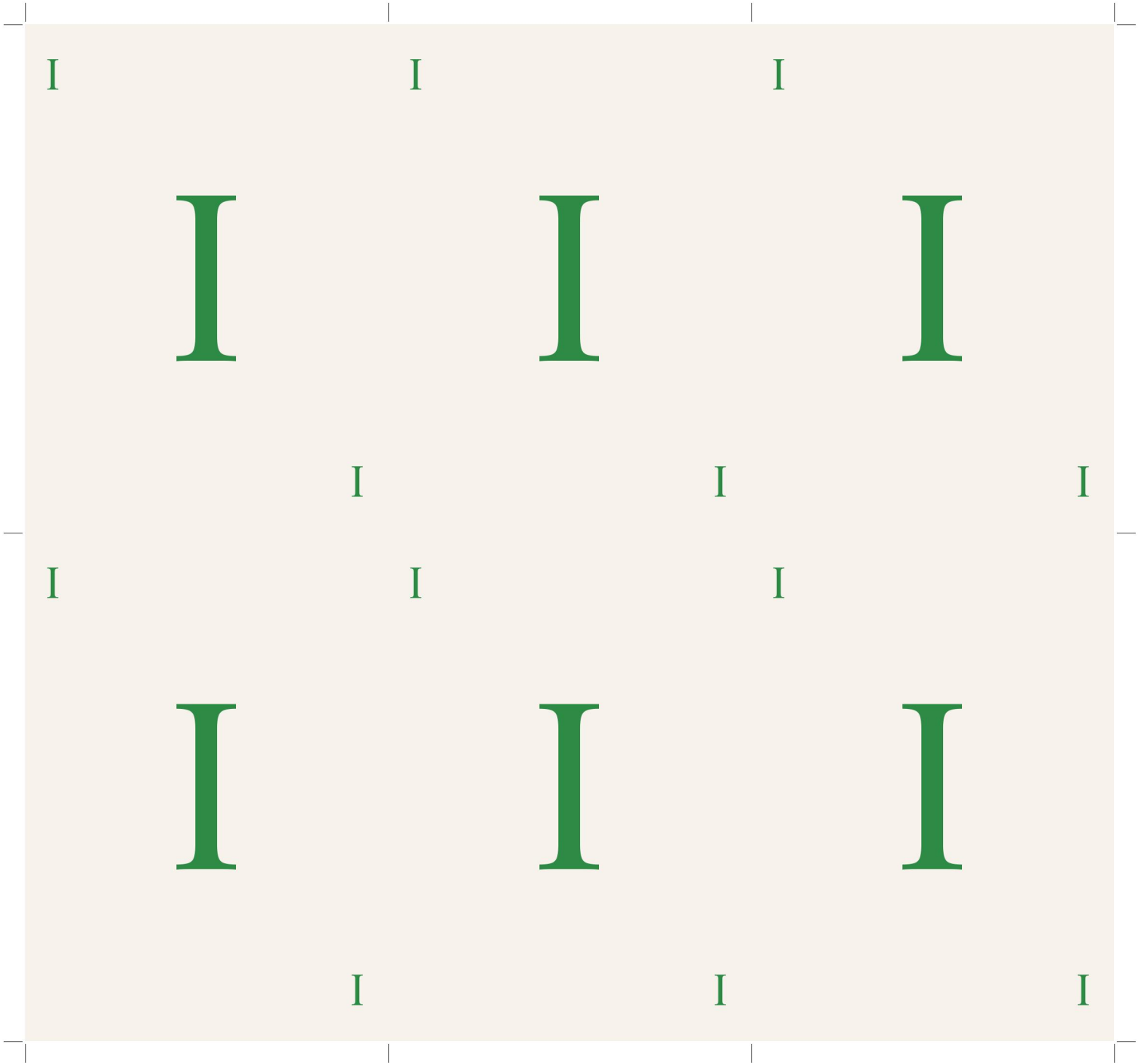
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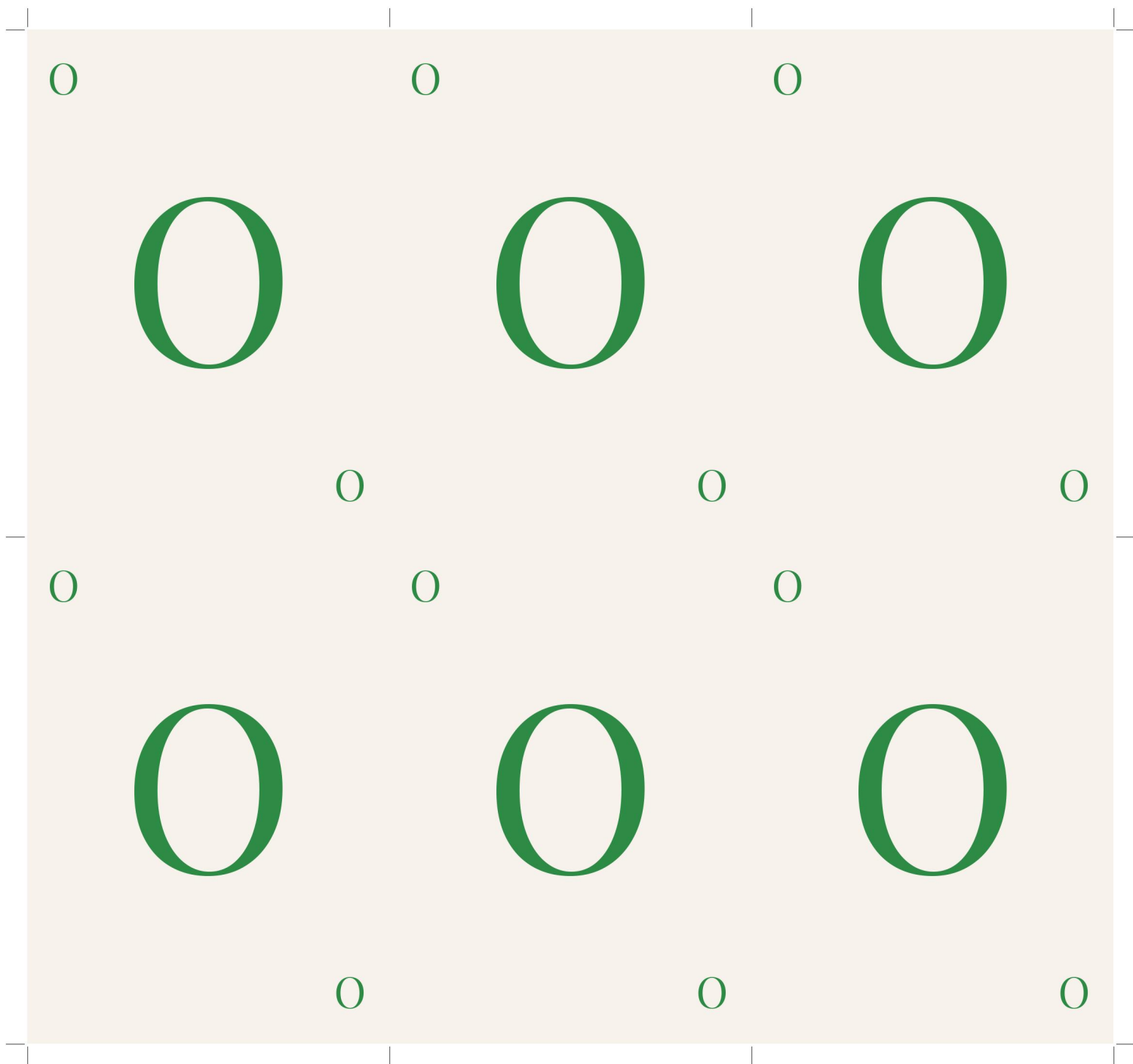
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1

Kids Mode

Ages 3+ • 5-10 min

LETTER MATCH

- Hold up a card. The child finds the match from a few laid out.

FIRST SOUND

- Say a word. The child finds the letter it starts with.

ALPHABET RACE

- Lay out four cards from a run, jumbled. Put them in order.

NOTES

- No winning or losing. Leave out Q and X to begin with.

2

Brewed Memories

1-10 brewers • 10 min

SETUP

- Deal a face-down grid: 12, 16 or 20 cards.
- Rest of the deck is the draw pile.

TURN

- Flip two. Same letter or a Wild: take the pair, refill the gaps, go again.
- Miss: flip back, next brewer.

WINNING

- First to 5, 7 or 9 pairs by grid size.
- No match anywhere? Sweep and deal fresh.

3

Overbrew

1-10 brewers • 10-15 min

TURN

- Flip cards one at a time into your row. Keep going as long as you dare.

SPOILERS

- K Q J V Z X. Flip one and the row is lost. About 1 flip in 8.

STOP AND CHOOSE

- Take a word (3+) for (letters - 2) x 5, using your row and kept letters.
- Or keep the row: carry it on, safe from spoilers, up to 10.

WINNING

- First to 75 points.

4

Brewspeed

2-6 brewers • 10 min

SETUP

- Deal 10 cards each. No turn order.

ROUND

- Everyone builds a word at once, face down. No reveal until all are ready.
- Cannot make one? Redraw all 10.

THE RACE

- All words flip up. Race to say a sentence using every one.
- Joining words allowed, each at most twice. Nothing else.

WINNING

- First to win 2 rounds. Group judges disputes.

5

The Brew of Fresh Air

1-20 brewers • co-op • 20 min

SETUP

- Hands FACE UP. 1 brewer 10 cards • 2 nine • 3 eight • 4 six • 5 five • 6 four • 7-8 three • 9-13 two • 14-20 one.
- Target starts at 3 letters.

PLAYING

- No turns. Build the target word from ANYBODY'S cards.
- Those brewers hand them in and draw back up. Target goes up by one.

STUCK

- Everyone dumps and draws fresh. It costs the tower.

SCORE

- The longest word the table reached. Par: 8 solo, 11-12 with a table.

6

Go Brew

1-6 brewers • 20 min

SETUP

- Deal 7 each, FACE UP. Rest is the pond. One card aside as the Chest.

TURN

- ONE action: ask a rival for a letter, or brew a word. Then refill.

SCORING

- Set of three: 5. Word: 3. A word with a V scores double.

WINNING

- 2 brewers 80 • 3 70 • 4 60 • 5 50 • 6 40.

7

Race the Brewer

1-6 brewers · 20 min

SETUP

- Deal 7 each. Youngest picks a Target word of 5-7 letters.
- Set one card aside as your Chest.

TURN

- Draw 2. Then commit matching letters to your Brew Row, OR use one ability.
- Abilities end your turn. Discard down to 7.

ABILITIES

- Z steal · K return · V vanish · X shield (lasts all game) · Q draw 3 · J skip.

WINNING

- Complete the Target to win the round. First to 3 rounds.

8

Brewery

2-10 brewers · 25 min

SETUP

- Deal 7 each. Deal one starting word face up. Nobody owns it.

TURN

- Swap a letter, or extend the word. Must play if you can.
- Cannot? Draw one card. Hands cap at 10.

TAKING

- If the word comes back around to you untouched, take it as a point.
- then start a new word from your hand.

WINNING

- 5 words at 2-3 brewers · 3 at 4-6 · 2 at 7-10.

9

Brewing Crosswords

1-6 brewers · 25 min

SETUP

- Lay out a 2x2 grid of cards. Deal 5 each.

TURN

- Draw 2. Place 1 card (mandatory, costs 1 point).
- Then ONE action: play a word, place again, swap, or use an ability.

WORDS

- Trace a connected path, diagonals included. 3+ letters, no cell twice.
- Scores (letters - 2) x 5. Overshoot rebounds.

WINNING

- Land exactly on the target. Solo: beat the 50-turn clock.

10

Ladder Brew

2-10 brewers · 30 min

SETUP

- Mark an 11x11 grid. Deal 7 each.

TURN

- Place one word (3-7) left to right, then refill to 7.
- First rungs on the bottom row. Every rung must rest on the row below.
- directly or diagonally. Leave a gap between words in a row.

COLLAPSE

- Build onto a rival's NEWEST rung to collapse both into the tower.
- Twice per game only.

WINNING

- Reach the top row. Bust out at 12 cards.

11

Brew the Joker

2-10 brewers · 40 min

SETUP

- 26 cards face down in rows of 5/5/5/5/6 — slots A to Z. Deal 5 each.

TURN

- Play one card face down on any slot, claiming it belongs. You may joke.
- Then peek under it: keep one card or discard. Refill to 5 only at zero.

CHALLENGE

- Called wrongly: challenger takes 1. Caught out: Joker takes 2, lie discarded.
- Proven cards stay face up.

WINNING

- Declare the full A-Z line. Failed declare: +2 cards. Bust at 10.

12

Brewing Words

1-8 brewers · 45 min

SETUP

- Three face-up Towers, no discard. Reverse draft to 7. Set a Chest aside.
- Target 100 at 1-4 brewers, 75 at 5-8.

TURN

- Draw at least one from a Tower top, up to 7. Keep or reset your Chest.
- ONE action: play, hijack, borrow, an ability, or a new hand.

ABILITIES

- Q encore/gambit · X shield/protect/cancel · Z swap · J jam · K knockdown · V vanish.
- One per turn, and your turn continues.

SCORING

- (letters - 2) x 5. Overshoot rebounds backward. Only an exact landing wins.



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HOW TO PLAY

reference card



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