EXTENDABELL

Slowly modify and extend a single word.

5-10 minutes   **1** player

Overview

Starting with a 3-letter word, you will add cards to change and extend the word. Each turn you can only extend the word by 1 letter, and it always needs to finish as a legitimate word.

You are aiming to finish with the longest word you can, whilst using as many cards as possible

Setup

Shuffle the deck. Remove 24 cards from the game without looking. *You will only play with half the deck.*

Draw 5 cards.

Use any 3 cards to make a word and place it on the table in front of yourself. *Each letter in the word should be represented by a separate card, reading left to right. If you are having trouble, you may redeal to get a better hand.*

Keep the 2 cards you did not use - you will draw back up to 5 to begin your first turn.

Each turn...

1 - Draw cards until you have 5

The first turn, you will draw 3 cards. *In future turns, you will just be replacing the cards you used.*

If there are not enough cards left to draw, just use up the last few cards of the deck.

2 - Play cards, or discard a card

If playing cards, place up to one card on top of each existing card. *I.e. you may 'replace' any of the cards.*

You may also place **one** card on either the left or the right. *You can only 'extend' the word by one letter.*

After this is done, you should have a word in front of you - using exactly one letter from each card, reading left to right. *The word might be the same length or it might be one letter longer. You can place a letter on top of itself - using cards but keeping the word the same.*

You also have the option of discarding a card. *You might do this if you can't play your cards and keep a word in front of yourself, or if you feel that doing so will lead you down a dead end.*

Once you have made a word, redraw up to 5.

Work through the half-deck.

At the end, you will continue playing turns without drawing cards. *Any cards you cannot use are simply discarded.*

End/scoring

You will be left with a few cards you did not use and many cards in the word in front of you.

Multiply the length of the final word with the number of cards you used. That is your score.

Example: Jess used all the cards and finished with a 7-letter word. Jess scores 24x7 = 168 points.

Example: Bez discarded 4 cards and finished with an 8-letter word. Bez scores 20x8 = 160 points.

SCORING GUIDE

100   **: success**
125+ : very good
150+ : great!
170+ : brilliant!
193+ : a new world record!

So far, to my knowledge, only I have gotten 192pts (24x8). If you match (or beat) this score, please email me on: Stuffbybez@gmail.com

NOTE/REMINDER

You ARE allowed to recreate a word. If your current word is 'CURRENT', you could simply place a new 'R' on top of an existing 'R'.

If you have fewer than 2 vowels in your initial 5 cards, feel free to reshuffle and deal again.

WHAT IS A WORD?

Proper nouns (names of people, places, companies) and acronyms are not allowed. Initialisations (e.g. NRA or MIA) are not allowed. If in doubt, consult a dictionary. For those speaking British-English, I suggest Collins Dictionary.

https://www.collinsdictionary.com/dictionary/english/

LOOKING UP WORDS?

You are allowed to look up words as often as you wish. Consider this an opportunity to expand your vocabulary!

You are only allowed to use a word if you know what it means.

ENCOURAGEMENT

I have been told by playtesters that they would prefer strategic tips to not be included.

I encourage you all to work out the strategy of the game and how to plan ahead so that you can regularly attain 'brilliant' scores. Have fun!

[[[fill this space with an example maybe?]]]

CREDITS/THANKS/HISTORY

Bevan Clatworthy was kind enough to share my announcement of the 2018 Wibbell++ design competition in May. Jess Robinson was confused by my assumption of knowledge and helpfully asked for clarifications.

To try and show how a game could be made, I quickly designed a game based on the theme of 'hamburgers', which sparked the notion of placing cards on top of each other. Originally, the design was about drafting cards and racing to make 3 successively-longer words.

I later tested the game and it was probably terrible in its original form, but I quickly modified it into a solitaire game and - after 4-6 games - the rules seemed to be enjoyable and exciting to play!

Since then, I've not had any reason to change the rules for the game. It was simply a case of writing the rulesheet and deciding upon some 'bench-marks' for the scoring guide.

In retrospect, that was a super-productive day.

If only I could be that amazing every day.

At the time of writing this paragraph, I hadn't designed a game in over a month and I'm feeling a bit sad.

At the time of writing this paragraph (several weeks elapsed since I last added to this document), I designed a game yesterday and I think I feel a bit more positive, like this is something I can do.

I guess that the lesson is that as you do something more, you continue to do it better? Maybe? Certainly, as my familiarity with the possibilities of the deck grows, I find myself able to design something with a full day set aside.

Maybe it speaks to the fact that really, game design - like any creative endeavour - isn't just the time you spend actively thinking about it. It's also about the time you have spent developing your skills and refining your thinking.

And when you're thinking deeply, that takes real energy. I've run a marathon but I couldn't have done it again the following day. Mental energy is no less a limited resource.

Blind testers: Michael Lee, Peter Buchan-Symons, Drew Richards