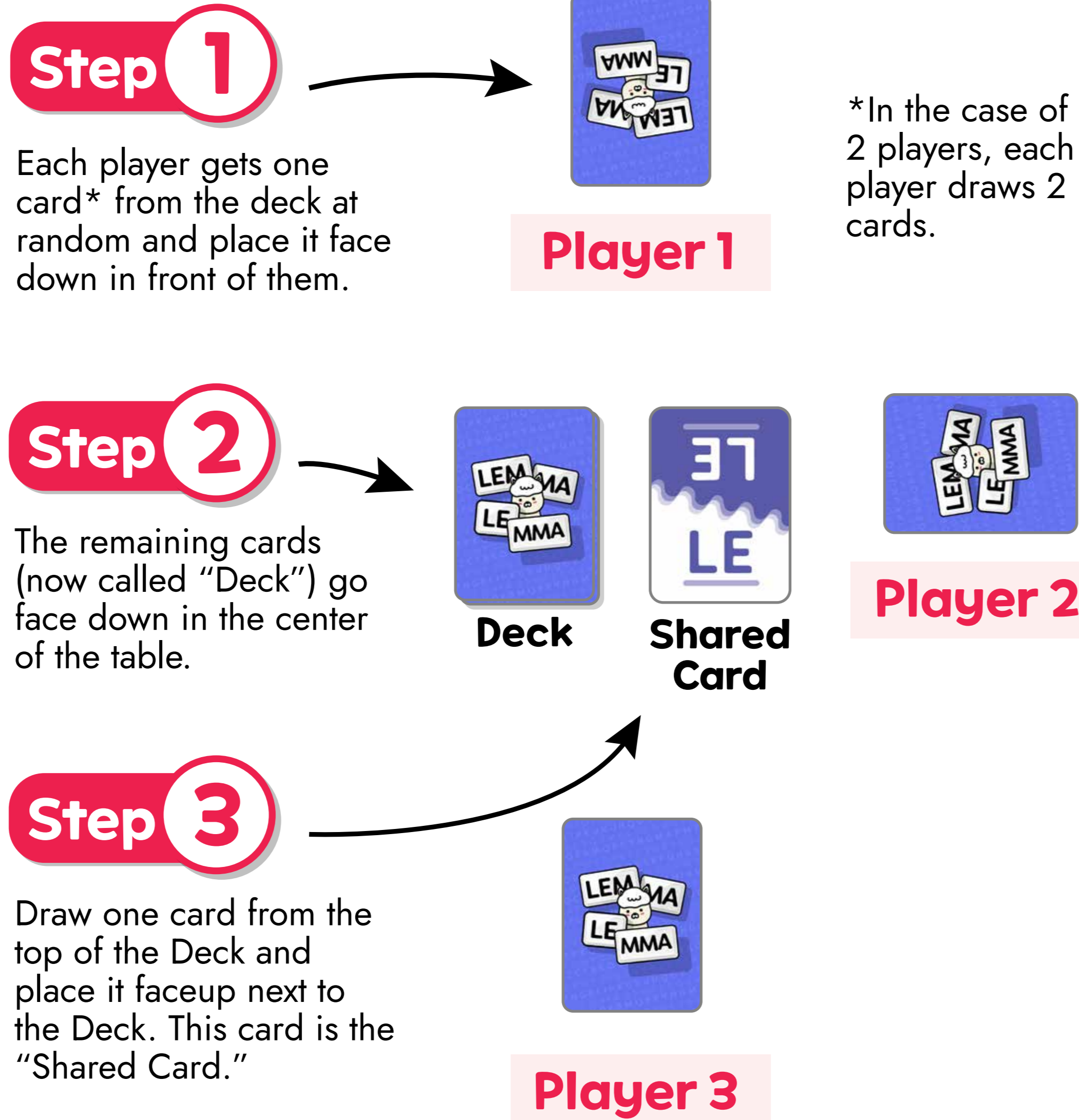


Basic Gameplay

Lemmy Lemmy is a speed word game. Make words using letter cards, but you have to change a letter, add a letter or delete a letter on the cards. When the letter cards run out, the player who makes the most points wins!

SECTION 1 Game Setup

This is the setup for 2 or more players. For solo play, please see the section 7.



SECTION 2 How to Play



Step 4

After cards are taken and a card spot becomes empty, replenish it with a card from the Deck.

If you draw a Mission Card (Explained in Section 6), place it next to the Shared Card. If a Mission Card is drawn when a Mission Card is already on the table, place it over the existing Mission card.

Step 5

If no words can be made from the cards on the table, all players can agree to draw new cards from the Deck to place on top their existing cards. Each player draws 1 card and flip them over their existing card simultaneously. Repeat this action until a word can be created.

Step 6

When the Deck runs out, the game is over. Each player counts up his/her points. The player with the most points wins.

SECTION 3 Word Making Rules

You can add a letter, subtract a letter, or swap a letter for another letter.

You can only do this to ONE of the two letter cards you choose to make a word with.

The following is only a partial list of the possible words that can be made with the cards to the right*:

Add

AR + OR -> ARDOR
AR + **D** + OR -> ARDOR

ME + LE -> MELEE
ME + LE + **E** -> MELEE

Subtract

OR + ME -> ORE
OR - **M** E -> ORE

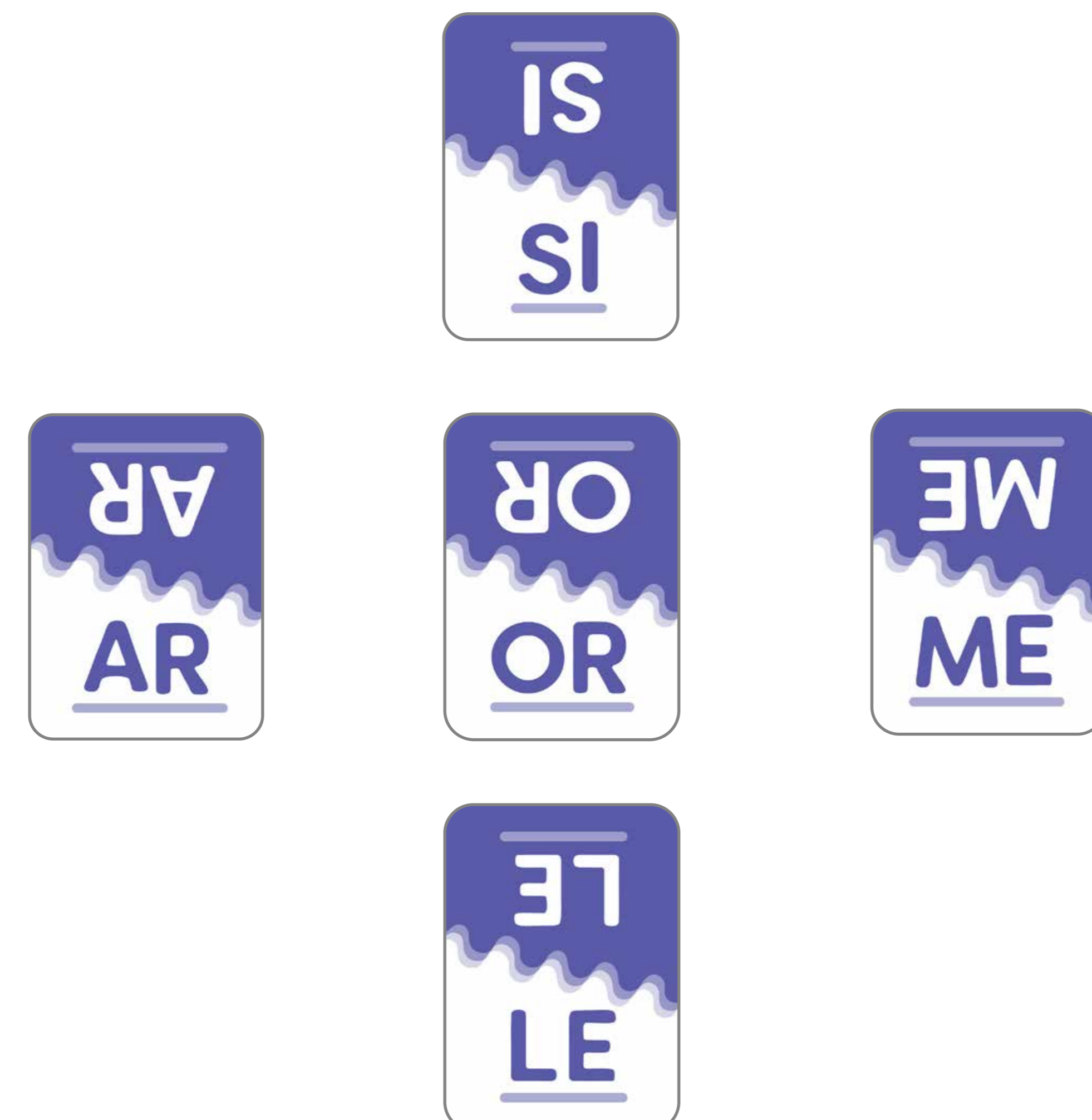
SI + AR -> SIR
SI - **A** R -> SIR

Swap

AR + ME -> ARMY
AR + M (**Y**) -> ARMY
LE + OR -> LEER
LE + (**E**) R -> LEER

SECTION 4 Example Gameplay

Imagine the following cards are in play*:



Player 1 says **Ardor!**

Ardor!

Player 1 collects "AR" and "OR" cards and places them facedown near him/her.

The player that yells out a word first collects the 2 cards they used.

Any empty spots left should get a new letter card in its place.

SECTION 5 End of Game

When the Deck runs out, the game is over. Each player counts up his/her points. The player with the most points wins.

Score Calculation



Winning Condition

The player with the most points wins.

Mission Cards are Optional, so you do not need to use them, even when they are on the table.

- 1 When Mission Cards are flipped, they go in the center of the table, next to the Shared Card.
- 2 Only one Mission Card can be active at a given time, so if a Mission Card is flipped when a Mission Card is already on the table, place the new Mission Card on top of the old one.
- 3 If the word a player yells out is consistent with the requirement on the Mission Card, the player collects the letter cards and the Mission Card.



Free Scramble

With Free Scramble, you must use all the letters on the cards you select, but you can mix up the letters as much as you want.

$V I + E L = VILE$
 $V I + E L = VEIL$
 $V I + E L = LIVE$

Read as Is

Usually, you have to change a letter in order to form a word, but when Read As Is appears, you can now use the letters as is.

$LO + VE = LOVE$

Change 2 Letters

Usually, you can only change 1 letter, but with Change 2 Letters, you can do precisely that. Each "change" can be 1 letter addition, 1 letter subtraction, or 1 letter swap.

$LO + VE \rightarrow$
 $+C +LO +VE +R \rightarrow$
CLOVER

5 Letter Word

With 5 Letter Word, just Add a letter to any 2 letter cards.

$AR + OR \rightarrow$
 $AR +D +OR \rightarrow$
ARDOR

Make Adjective

Make Verb

You can score these cards when you make either an adjective or a verb, respectively.

When playing solo, because there are no competitors for snatching letter cards, please set a timer.

We recommend 10 minutes for beginners, 5 minutes for intermediate players, and 3 minutes for advanced players.

- 1 Flip 4 letter cards in front of you on the table.
- 2 Play the game the same way you would a regular game.
- 3 Once the timer runs out, count up your points.
Repeat and try to beat your own best score!

