

without looking at the letters).  
Note that you cannot ever return to a letter. If you have now got to the end of your five, draw a bonus letter and stand it up.

If a nonplayer stand letter was used in a clue, discard it; draw another from the stack behind the stand; if that's now empty, add the clue token under it to the flower. Once the stack is empty, draw from the deck.

If a bonus letter was used in a clue, keep it face down and draw another.

## End game

When all clues have been used, each player should ideally have worked out what their five letters are. Arrange the letters to make a word. You may replace letters with your bonus letters or with the wild card, or add your bonus letters to the word, but only before you start revealing letters.

For theatrics, blindly move the cards to match the order you think they should be in and reveal them one at a time. Your goal is to produce a word, not

necessarily the one you were given.

Score:

- if no valid word, 1 point per letter you got right.

- if you have a valid word, 3×its original length (5), +1 per bonus letter, +1 per green token left on the setup card.

# Letter Jam

<https://tekeli.li/rogers-rules/>  
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## Goal

Collectively work out all the hidden words.

## Setup

Each player: take a score sheet and a roughly even share of the letters, and form a secret five-letter word (exchange cards

If you now feel confident about your letter, take it off its stand, lay it face down, and put your next letter up on its stand (all represent.

Other players: if your current hidden letter is one of the clues, write down this clue, one letter per box. Use “?” for your letter, “\*” for the wildcard. Try to work out what your ? might represent.

Clue giver: lay out the chips by the corresponding letters: thus B: 1 E: 2, 3 T: 4 would clue BEET.

one is left, someone else must give this clue.

The wildcard may represent any letter, but if you use it more than once it must be the *same* letter. You may discuss who has the best word, but not in detail: “this is w letters long”, “this helps x players”, “this uses y nonplayer stands”, “this uses z bonus letters”, “this uses the wildcard”. Pick one player to give their clue.

Take a clue token from the

flower when you give a clue:

red if it's available, otherwise

green. The number of red tokens

is a multiple of the number of

players; if you have your fair

share of red tokens and at least

repeating letters if necessary.

Look around to see all visible letters except your own. Try to think of a word that uses as many of them as possible,

## Round

Play rounds for as long as possible.  
Lay out the \* wildcard letter and the chips in the centre.

on each stand, visible to all. then on top of that a number of face-down letters shown on the setup card then put the top letter

stands as “nonplayer stands”;

give each one a green token,

then on top of that a number of

face-down letters shown on the

setup card then put the top letter

on each stand, visible to all.

Shuffle all unused letters to form the main deck.

Find the setup (flower) card for the number of players, and place red and green tokens as shown.

If @<6, you will use left-over

with other players if needed).

Write down the word on your score sheet and keep it hidden

throughout the game: shuffle the five letters and pass them to your right face down.

When you receive a word, lay the letters out face down in front of you in a row. Take a stand and put your first letter on it, visible to everyone but you.