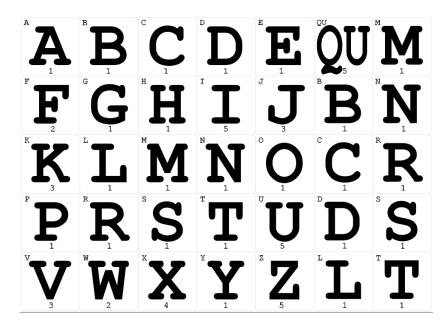# Scoop Words

(Updated January 16, 2019)

Scoop Words is a fast-paced tabletop card game where players simultaneously compete to find words from matching pairs of letters and letter fragments.

AB₂	AC₃	AD₁	AG₂	AI₄	AK₄	AL₂	AM₂	AN₂	AP₂	AR₁	AS₁	AT₁	AW₂	AX₂
AY₁	BA₃	BE₂	BI₄	BO₁	BU₂	CA₁	CE₄	CO₂	CU₃	DA₁	DE₂	DI₂	DO₂	DU₂
EA₃	ED₂	EE₄	EG₄	EL₂	EM₂	EN₁	EP₃	ER₂	ES₂	ET₂	EW₂	EX₃	EY₃	FA₂
FE₃	FI₂	FO₃	GA₁	GE₃	GI₂	GO₃	GU₃	HA₁	HE₁	HI₃	HO₁	HU₁	IB₁	IC₃
ID₃	IE₃	IG₂	IL₄	IM₄	IN₁	IP₂	IR₃	IS₃	IT₂	IX₂	JA₁	JO₃	JU₃	JI₅
KE₅	KI₃	LA₂	LE₂	LI₂	LO₂	LU₄	MA₁	ME₁	MI₂	MO₂	KA₅	MU₄	NA₂	NE₃
NI₁	NO₂	NU₃	OA₁	OB₁	OD₁	OE₂	OG₂	OL₃	OM₅	ON₂	OO₂	OP₂	OR₂	OT₂
OU₄	OW₂	OX₂	OY₂	PE₂	PI₁	PO₂	PU₃	RA₁	RE₂	RI₂	RO₂	RU₂	SA₁	SE₁
SI₂	SO₁	SU₂	TA₁	TE₂	TI₂	TO₂	TU₃	UB₂	UD₂	UE₂	UG₁	UM₁	UN₂	UP₃
UR₃	US₄	UT₂	VA₃	VE₄	VI₄	VO₃	WA₂	WE₃	WO₃	YA₄	YE₃	ZO₅	LL₅	FU₅

A₁	B₁	C₁	D₁	E₁	QU₅	M₁
F₂	G₁	H₁	I₅	J₃	B₁	N₁
K₃	L₁	M₁	N₁	O₁	C₁	R₁
P₁	R₁	S₁	T₁	U₅	D₁	S₁
V₃	W₂	X₄	Y₁	Z₅	L₁	T₁

COMPONENTS:

150 letter fragment cards and 35 A-Z letter cards.

GOAL:

Find three-letter words and be the top scorer.

GAME PLAY:

There are several ways to play with slightly different setups.

1. Simultaneous free-for-all to scoop many words
2. Scoop one word only
3. Scoop using cards in your hand

SETUP #1:

Shuffle all the single letter cards and place face down as the draw pile. Shuffle the fragment cards and scatter face up between the players. Decide upon how many words can be scooped in each round. Activate your digital timer.

GAME PLAY #1:

Game play is fast-paced. On each 15-second round, players must simultaneously make one or more words.

A player flips over a letter card and each player has 15 seconds to find one or more letter fragments that together with their letter card makes a word. The actions are:

- Flip over a letter card
- Start your (digital) timer
- Scoop a word fragment that combine with the letter card makes a valid word.

At the end of the round:
- Call out each word to validate it
- Calculate the points obtained
- Return the A-Z letter card to a discard pile.

Use strategy and timing to find the best combination of letter and fragment to yield the highest points.

SCORING:

Add up the points on both the A-Z letter card and fragment cards. For example, [B] + [OX] scores 1+4=5 points.

However, if two words can be made, double the score: eg, [EA] + [T] makes both TEA and EAT for a total of 2x4=8 points.

Point values are based on rarity of words made with certain letters and fragments. The rarer the possibility of a combination, the higher the value.

ENDING THE GAME:

The game is over when the fragment pile has been depleted.

VALIDITY:

If the word is found in any dictionary or encyclopedia, it is deemed valid. Familiar words such as first names, product names and brand names are allowed. Generally, however, abbreviations and acronyms should not be allowed.

DISPUTES:

If someone makes an invalid word that is disputed, that person loses their turn.