

On Your Turn – During your turn, you can use cards in your hand to play word(s) on the table in front of you.

- You can only make one play: playing one word from your hand, **or** performing a steal-and-split action to play two words (see Stealing Words.)
- All words need to be a minimum of 3 letters long, and valid English words, no proper nouns. If a player is unsure if a word is valid to play, ask the group if they'll accept it. Leniency with your fellow players will likely come back around to help you.
- Some cards have special rules that must be followed (see Special Cards.)

At the end of your turn, draw 2 cards from the draw piles. You can take

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The special cards are divided into benefits (green) and limitations (red). However, most work as both—for example the Pilcrow Card that requires the card to be used as the first or last letter in a word makes it harder to use the card, but once you've played it, it makes the word harder for someone else to steal. Conversely, the Question Mark Card that acts as a wildcard for any letter is really easy to play, but it makes any word it's played in much easier to steal since it can become any other letter for the person stealing the word.

Ending the Round / Final Turn – Once a player is able to use all of the cards in their hand (before their end of turn draw), the game enters a final turn. Be careful about going out too early though; as your words are still vulnerable to being stolen.

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any combination of cards you like, 2 consonants, 2 vowels, or one of each.

Stealing Words – To be eligible to steal another player's word, you must first have played one word from your hand. (Even if all your words have been stolen, as long as you've played one word in the round, you're eligible to steal.) You can steal anyone's word by splitting it into exactly two new words and adding in your own cards.

Example: You have the letters DIRT in your hand. You could play that, but if someone has played the word FORGE, you could instead steal that and split it (adding your letters DIRT) to create two new words: ORDER and GIFT. Those two words are worth +9 points rather than the +4 points you'd get if you only played DIRT, plus they take 5 points away from the player who had FORGE.

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Everyone else gets one last turn, and then the round is over. In everyone's final turn, some rules are suspended:

- You do not discard or draw any cards at the end of your turn, including the person who went out. (Unless you steal a word with a Dagger Card in it, that penalty still applies.)
- Everyone is eligible to steal and split words on their final turn, even if they haven't had a chance to play a word themselves yet.

If a player that would have run out of cards encounters a special card that requires gaining additional cards before the end of their turn (the Dagger Card), the game does not end.

At the end of everyone's final turn, calculate each player's score. Then return all the cards to the two Consonant and Vowel decks, shuffle them, and deal for a new round.

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- Stealing and splitting a word is your one play for your turn; you cannot play an additional word from your hand.

- You must create two completely new words that do not merely change the word's form, like pluralizing or changing tense. *Example: If you steal the word GAMES you can't make one of your split words GAMED.*

- You must use all of the cards in the stolen word (meaning you can't pick any cards up and put them into your hand.) Additionally, each of the two new split words must include at least one new card from your hand.

Example: If you steal the word CHART, you couldn't make one of your split words CAR as you didn't add a card from your hand to the word.

- You can only steal words from players that have the same or greater number of words than you. *Example: You have 3*

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Scoring – Each card played on the table in front of you is worth +1 point, while any cards remaining in your hand are worth -1 point.

- The Lorzenge Card, if still held in hand, is worth -2 points instead of -1 point.
- The Dollar Sign Card, if played in a word on the table, is worth +2 points instead of +1 point.
- Any words 6 letters or longer give a bonus of an additional +2 points.
- The first player who went out gets a bonus of +3 points.

- You cannot score less than 0 in a round. If you end of round score would be negative, count it as 0.

- After 3 rounds, the player with the highest cumulative score wins!

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words in front of you and another player has 2 words. You cannot steal either of their words, because they have less words than you.

- Any rules for special cards still apply. If you plan on stealing and splitting someone's word that includes a special card, you still need to adhere to the rule.
- It's better to steal another player's word, but as a last resort you can steal one of your own words. If you steal your own word, any Special Card properties still apply, like the Dagger Card.

Special Cards – Some cards have special properties, noted with a special character. The special properties modify how the card is allowed to be played or how the card is scored. Be careful stealing the wrong word, because you still have to adhere to the rules of special cards.

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WORD LIFT

GAMEPLAY INSTRUCTIONS

Setup – Separate the consonant and vowel cards into two decks, and then shuffle them separately. Deal each player 4 cards from the consonant deck and 3 cards from the vowel deck, for a total of 7 cards. Place the remaining cards as two face-down decks in the center of the table to serve as draw piles.

For the first round decide who goes first. On subsequent rounds, the player with the lowest score from the last round (or lowest cumulative score if there's a tie) starts the game.

Play continues clockwise from the first player.

1

?

-?

A #

QUESTION
MARK CARD

Can be **any** letter.
Letter can change
if the card is stolen.

A #

A #

NUMBER
SIGN CARD

Only one Number
Sign Card allowed
per word.

E ...

EE ...

E ...

ELLIPSIS CARD

Can be **either** 1 or 2
letters. Can change
if the card is stolen.

I #

I #

#

GREATER THAN OR
EQUAL TO CARD

Can **only** be used in words
as long or longer than the
longest currently played word.

I #

E ...

EE ...

A #

A #

?

A #

A #

E ...

EE ...

I #

I #

I #

W #

W #

W #

F #

B #

B #

B #

C #

C #

C #

PILCROW CARD

This card **has to be**
used as the first or
last letter in a word.

F #

B #

B #

C #

C #

C #

PILCROW CARD

This card **has to be**
used as the first or
last letter in a word.

LOZENGE CARD

Worth **-2 points** if
in your **hand** at the
end of the round.

NULL CARD

If played or stolen, you
can **optionally** skip
end of turn draws.

C #

B #

B #

B #

F #

F #

F #

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This card **has to be**
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C #

B #

B #

B #

F #

F #

F #

N +

N +

N +

L \$

L \$

L \$

L \$

L \$

L \$

DAGGER CARD

If stolen, draw **2 extra**
cards per Dagger
Card at end of turn.

L \$

L \$

L \$

L \$

L \$

L \$

DOLLAR SIGN CARD

Worth **2 points** if
in a **word** at the end
of the round.

WORD LIFT

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AGES 8+



2-8 PLAYERS



30-45 MINS

A WORD SPELLING

and **STEALING** card game

Created by **Randall Bruder**

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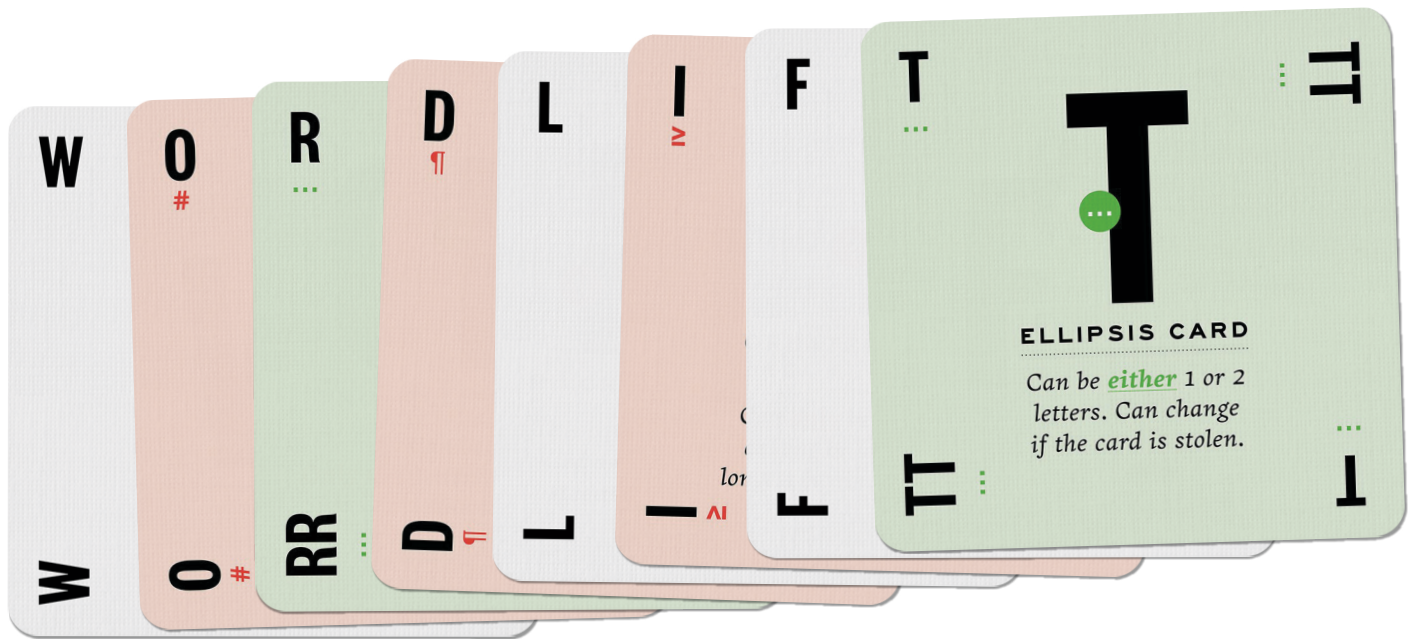
PHONE (313) 580-4470

About — A game of spelling and stealing, players compete to create the most words from letter cards. On each turn, you'll either build a new word or lift someone else's word to split it into two new words, taking their points in the process. Some cards have special abilities that make them harder to use—but if played strategically, makes them harder to steal.

Target Market — *Word Lift* is ideal for fans of classic word games like *Scrabble* and *Bananagrams*, but with fresh twists that adds strategic depth and player interaction.

Game Components

- 126 Letter Cards
- 46 Vowel Cards
- 80 Consonant Cards
- Instruction Booklet



Key Features

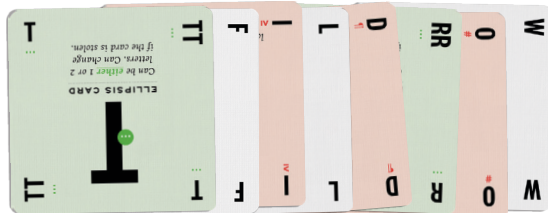
SIMPLE TO LEARN With just a few core actions, build a word or steal by splitting one, *Word Lift* is easy to teach and quick to play. But strategic letter placement and special card abilities add layers of depth that keep experienced players thinking several moves ahead.

WORDPLAY WITH STRATEGY Combines the accessibility of word games with the competitive tension of modern strategy card games.

HIGHLY REPLAYABLE The random draw of letter cards and special card interactions creates new word-building challenges every game.

LOW-COST PRODUCTION One deck, one rulesheet, ideal for low-overhead manufacturing and retail.

EXPANSION POTENTIAL The core mechanics support easy modular expansion with more advanced special card powers.



WORD LIFT

WORD LIFT

A WORD SPELLING
and STEALING card game

WORD LIFT

A WORD SPELLING and STEALING card game
Created by Randall Bruder playwordlift.com

WORD LIFT

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80 Consonant Cards
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Instructions

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WORD LIFT

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SCAN
TO
LEARN
MORE



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