# Wrummy Word Solitaire Rules

GOAL

To win, play every card from the stock pile either onto the play field or onto the foundation piles, leaving no cards in the stock pile or waster pile. Alternately, experts can win by playing every card to the foundation piles only, leaving no cards in the play field, stock pile or waste pile.

SETUP

The game is played with all 108 Wrummy 3-4-5 playing cards. After shuffling, begin by placing 4 cards face up. These will be the 4 foundations. Then, 28 cards are dealt face down to form the play field which consists of 7 columns of 1, 2, 3, 4, 5, 6 and 7 overlapping cards from left to right respectively. The exposed card at the end of each column is turned face up. Set the remaining cards of the deck aside to form the stock pile.
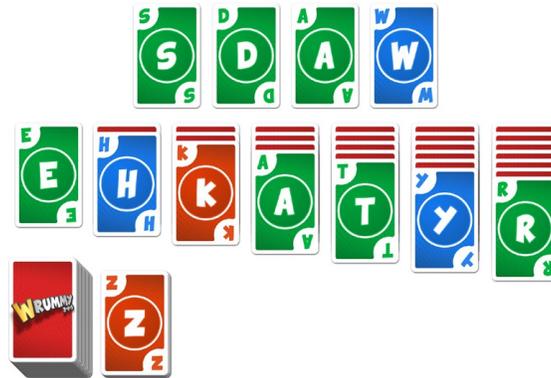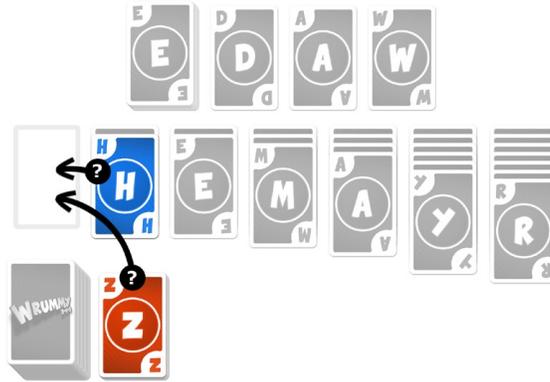
PLAY!

1. To begin, turn over the first 3 cards from the stock pile, placing them next to the play field in a waste pile with only the 3rd card being visible.
2. Create full words by playing letters one at a time from the play field or waste pile onto one of the 4 foundations, with the first letter of the word being one of the top cards of a foundation. Place each letter on the foundation until the world is complete, forming a neat pile. The last letter of the word will be visible, and can then be played to start a new word. Once cards are played to the foundations, they cannot be removed.
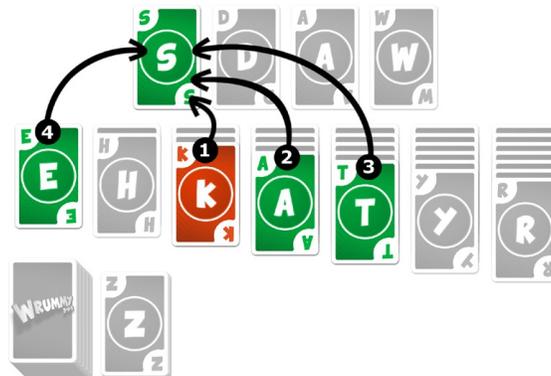
3. Turn over the newly exposed cards at the end of each column to reveal new letters to be played.
4. Using a card from the waste pile will also reveal new letters to be played.

5. If a column has no more cards in it, rare letters (orange or blue) or wild cards can be moved to the empty space, either from the play field or from the waste pile.

6. Words can also be created on the play field to either open up columns or to help store common cards (green). Keep in mind, to move individual letters you must first move the top exposed card from a column before playing the letters below it.
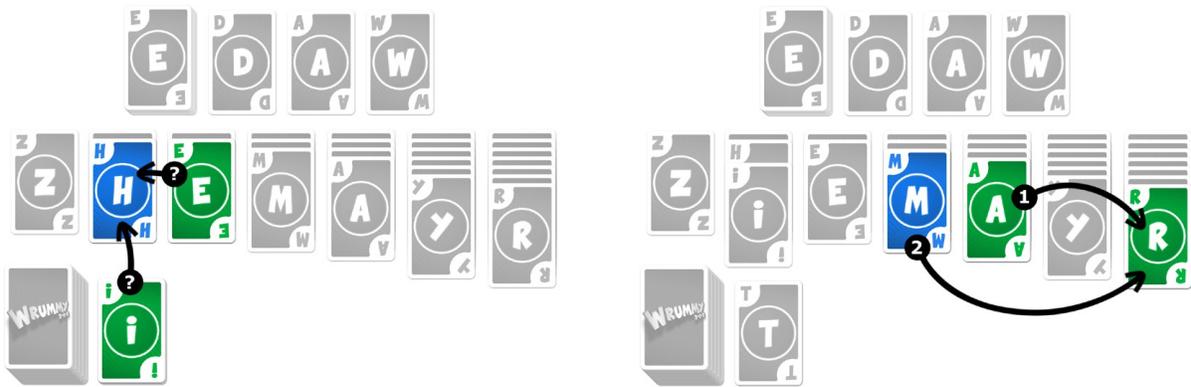
7. You may also move entire stacks of exposed letters from one column to another as long as they continue to create a word. Alternately, you may move an existing word from a column to an open space as long as the first letter of the word is a rare letter (orange or blue) or a wild.
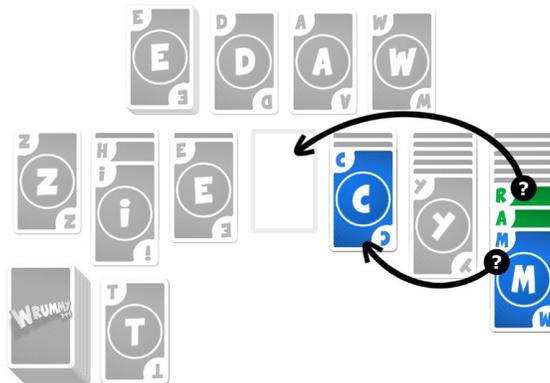
8. It is okay if removing letters from a column that has an existing word creates a non-word on that column, as long as moving each letter is a legal move.
9. At any time, or if no words are available, you may continue to turn over 3 cards at a time to the waste pile from the stock pile. If there are no more cards in the stock pile, refresh your stock pile by turning over the waste pile to create the new stock pile.
10. Continue until you win or until you have run out of available words.

WILDS
1. There are 4 wild cards in the deck. Wild cards may be used as any letter to form a word. If a wild is placed onto the foundation at the end of a completed word, it remains a wild and can then be used as any letter to start a new word.

THE IMPORTANCE OF 2-LETTER WORDS
1. During the development of this game, we learned early on that 2-letter words were very important to keeping the game going. The most important use for them is in the later game to make more vowels available on the play field. Keep B's and H's around to play vowels on so that you can form bigger words into the foundations. Below is a list of more 2-letter words that can be played.

2-LETTER WORDS

aa	ab	ad	ae	ag	ah	ai
al	am	an	ar	as	at	aw
ax	ay	ba	be	bi	bo	by
da	de	di	do	ed	ef	e
el	em	en	er	es	et	ex
fa	fe	fi	gi	go	ha	he
hi	hm	ho	id	if	in	is
it	jo	ka	ki	la	li	lo
ma	me	mi	mm	mo	mu	my
na	ne	no	nu	od	oe	of
oh	oi	om	on	op	or	os
ow	ox	oy	pa	pe	pi	qi
re	sh	si	so	ta	ti	to
uh	um	un	up	us	ut	we
wo	xi	xu	ya	ye	yo	za