

# Rules for **Allegro**

*words unleashed!*™

## Setup

1. The game consists of **alphabet** and **wild** cards plus a **turn token**. Shuffle the cards and draw to see who goes first (**A=best**). Redraw if a tie occurs or a wild card is drawn.
2. Deal each player a hand of **8 cards face down**. When playing with more than 6 people, use extra decks or play in teams (see the **Allegro Variations** section).
3. Place the deck **face down** and turn the top card **face up** next to it to form the **discard pile**. If a wild card is drawn, the first player announces what letter it is.

The game begins as soon as the **first player** grabs the **turn token** and says “**Allegro!**” Then everyone turns their cards **face up** in front of them.

## Gameplay

The **goal** is to be the first person to get rid of all their cards.

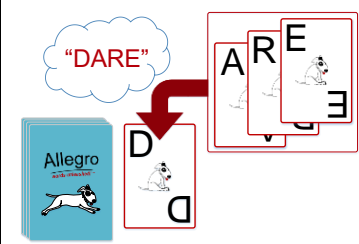
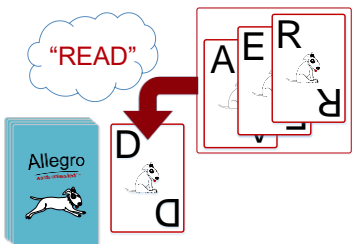
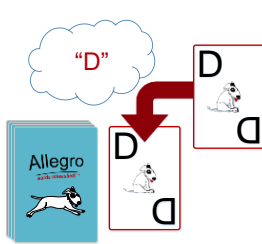
Players use the cards in their hand to build words that **start** or **end** with the top card on the discard pile or simply play a card that matches that letter. They must also **declare** their word or letter before playing it.

### On your turn

If you have the turn token, you must take **one** of the following actions:

- **Build a word** of any length as described.
- **Play a letter** that matches the top card on the discard pile.
- **Draw cards from the deck** until you can build a word or play a letter and then do so.
- **Swap a card** by placing it on the bottom of the discard pile and drawing 3 cards from the deck.
- **Steal cards to build a big word**: See the On any turn section.

**Example:** If the top card on the Discard Pile is **D** and you have an **A, D, E, and R** in your hand, you can do any of these:

Build a Word Forwards	Build a Word Backwards	Play a Letter
		

After taking one of the above actions, pass the token to the player on your left to end your turn.

### On any turn

Even if it's not your turn, you can play **big words anytime**. Big words must have **5** or more letters, counting the top card on the discard pile. To build a big word, you can use your cards and steal cards from other players (in any combination). As always, you must declare your word before playing it.

If a big word is played out-of-turn, gameplay resumes with the player who has the token. But think fast and play quickly because there is no limit to the number of big words that can be played.

## Winning

Once you play your **last card**, say “**Allegro!**” to claim your victory.



Once played, a **wild card** remains that letter until the deck is shuffled

**Stolen cards** must be used immediately

**Players' cards** must be **face up** and **fully visible** once the game begins

The **Qu card** counts as **two** letters

If the **deck runs out**, shuffle the discard pile to form a new deck



## Allowable Words

Any word in a standard dictionary is valid as long as it isn't a proper noun or abbreviation and doesn't contain hyphens or an apostrophe. Words can also be repeated, but not back-to-back.

## Disputes, Simultaneous Play, and False Declarations

- **Interference:** No one can take an action or play a word if another player has already declared their word or letter.
- **Simultaneous play:** If players declare a word/letter/swap at the same time, the player who plays a card first prevails.
- **False declarations:** Once a player declares a letter or word, they must play it. If they can't, **each opponent gives them one** of their own cards (any card, as long as it's not their last one) and the game continues.
- **Challenges:** Players may **challenge** the validity of someone's word before the next play. If the word is **invalid**, the player who used the word must take their cards back, return any stolen cards to their owners, and **draw 3 cards** from the deck. If the word is **valid**, the challenger must **draw 3 cards** from the deck. Either way, play continues after the challenge.

## Strategy

On your turn, it's sometimes best to match the letter on the discard pile or play a short word to minimize the time other players have to steal letters and play out-of-turn.

Swapping a difficult card, such as Qu or Z, is often helpful because it makes it easier to build words.

It's also clever to build words that end in difficult letters, particularly near the end of the game. For example, if the letter on the discard pile is A and you have an X and an E, spelling the word A-X, rather than the variant spelling A-X-E, means the next player has to match the X or use it in a word.

## Allegro Variations

In games with **younger players**, you may opt to **ban card stealing**.

You can also choose to deal out 10 cards to each player to increase the duration and difficulty of the game.

For even **longer game play**, you can keep score with each player earning **1** point for every game they win. The first player to reach, say, **5** points wins. Who-goes-first rotates to the left for each game.

**Allegro** is also a great **party** game and can be played in **teams of 2 or more**, with players brainstorming words for their side. The same rules apply for card stealing and playing out-of-turn, but every team must choose someone as their designated card player for each game.

### **CARD COUNTS**

**A-6, B-1, C-2, D-3, E-8, F-1, G-2, H-2, I-6, J-1, K-1, L-3, M-2, N-4, O-5, P-2,**

**Qu-1, R-5, S-4, T-5, U-2, V-1, W-1, X-1, Y-1, Z-1, Wild Cards-4**

**75 Total Cards**