

are put together with no space in between, i.e. bedroom), open form (two words that create a new word when placed together but have a space in between, i.e. rain check), and hyphenated (two words put together but separated by a hyphen, i.e. one-way).

From time to time you will encounter words that when combined will create a legitimate word, but are not true compound words. These words may not be used. For example, you may not use the word “ring” after the word “star” to create the word “starring”. Even though “starring” is a word in its own right, it is not a true compound word; it is merely the present tense of the verb “star”.

Using more than two words to create a compound word

Although a few compound words do exist consisting of more than two words, this game is designed for use with two words at a time. Do not put three or more words together to form a compound word.

CHALLENGES

Players may challenge any compound word that they suspect is not real. Simply look up the word in question in the dictionary. If your newly formed word cannot be found in the dictionary, you must pick up the card (or cards) played, put them back in your hand, return cards stolen from your opponent, and continue with your turn. Learning new words is encouraged!

VARIATIONS on the GAME

1. **NO STEAL:** One variation is to play without the steal. All other rules are the same.
2. **DOMINOES:** Another good version is to make compound words in the form of dominoes. Five cards are dealt to each player (no discard pile). The top card from the draw pile is placed face up on the table. The player to the left of the dealer is first. If the player has a card that can form a compound word with the starter card, he or she puts it down face up so that the edges of the two cards are touching. If you have no card to make a match with, you draw a card from the draw pile. If it can be used, you may do so

immediately. If you cannot use it, it is simply the next player’s turn. The winner is the first player to run out of cards.

3. **COMPOUND AROUND:** For this game, locate and place enough list cards on the table so that all players have access to one. Each list card contains all of the words that are in the playing deck. Players are dealt five cards each; the remainder of the deck is placed face down in the middle of the table. This will be the draw pile. Consulting a list card, the player to the left of the dealer asks any opponent for a word that, when matched with a card in the player’s hand, forms a compound word. If the opponent has the word, the player takes the card, places the newly formed word face up on the table, and goes again. If the opponent does NOT have the word requested, the player picks up a card from the draw pile. If that happens to be the card just requested, he or she says, “Found my compound!”, places the compound word on the table and goes again. If the player draws any other card, it is the next player’s turn.

Once players have placed compound words in front of them, other players may steal cards as described under “The Steal”. When it is your turn, you may first steal one or more of your opponents’ compound words or add to your own already-formed words, using the cards in your hand. Once you have made all possible matches, you then ask an opponent for a word and continue play as described above. Every turn ends with the player drawing a card from the draw pile.

The first player to run out of cards ends the game. Players add up the points from the compound words they have formed, remembering to deduct the number of points remaining in their hands. The player with the most points wins.

4. **SHORT GAME:** Before starting, agree upon a definite time of termination, when the player with the most points will be declared the winner. This can be played with the original game or any variation.



For more variations and other information, visit:
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COMPOUND IT ALL!®

GAME INSTRUCTIONS



Due to size of parts, this product should not be played with children under 3 years of age.

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OBJECT

The object of the game is to be the first player to reach 200 points by making compound words.

GAME CONTENTS

• 3 decks of 52 cards including 4 list cards per deck (for Compound Around version)

Total: 156 cards • 1 90-second sand timer • 1 score pad • 4 pencils

PREPARATION

While each color can be played as self contained, it is perfectly fine to play with any two or more decks. In each three pack, the decks are of various levels of difficulty—yellow is the most basic, followed by blue, with red being the most challenging. The more decks you play with, the more challenging the level of play.

Shuffle the cards and deal as follows:

1 DECK:

2-4 players: 7 cards each

5-6 players: 5 cards each

2-3 DECKS:

2-8 players: 7 cards each

Place the deck face down. This is the draw pile. Flip one card up separately, establishing a discard pile. When placing cards on the discard pile be sure not to cover up the previous card—players must be able to see *all* cards in the pile. If you choose to use the 90 second sand timer, place the timer on the table. Using the sand timer makes the game more difficult (and exciting!). Players must flip over the sand timer as their turn begins, and their turn ends when the timer runs out. The player to the left of the dealer is first.

THE PLAY

Each player **MUST** draw a card before laying any down. You are free to take the first card from the discard pile, but only if you can use it. You may take a card from lower down in the discard pile, but you must also take all of the cards above it. A card drawn in this way must

also be played immediately. If you cannot draw from the discard pile, you must take a card from the top of the draw pile. It is the player's option from which pile to draw.

If you take a card from the draw pile, check to see if the words on any **TWO** cards can be put together to create a compound word. If so, you can either hold those cards **OR** you can lay them down.

Hint: You may elect to hold the words forming a compound word in your hand, but beware! If an opponent goes out, points left in your hand will be deducted from your total and count against you!

Should you run out of cards in the draw pile, pick up the discard pile (leaving the last card as the start of a new discard pile), shuffle it, and return it face down to the center of the table.

THE STEAL

Should you hold in your hand a card that could be used to make a new compound word out of what an opponent has played, when it is your turn, you may lay that card down over the half of the compound word not being used and steal the cards. You then receive the point value of all three cards. Example: Say an opponent lays down the cards “SOME” and “BODY”, forming “SOMEBODY”. If you hold the card with the word “THING”, you may lay it over the word “BODY” to form the new word, “SOMETHING”. Those cards should now be moved to your own area. You then get the points for all three cards! However, should a subsequent player at any time acquire the word “ANY”, he or she may lay it over the word “SOME” to form the word “ANYTHING”, and should no one else steal these cards before the end of the round, will be awarded the points from all four cards.

There is no limit to how many times the steal can be played in one turn, although only once on a given word per turn. You may also play on your own cards, but not in the same turn as they are put down. Remember, however, you **MUST** always draw a card first from one of the two established piles, and you **MUST** discard at the end of your turn.

THE “WOOD” and “CHUCK” CARDS

Each deck, regardless of color, has one “WOOD” card, worth 10 points, and one “CHUCK”

card, worth 15 points. Additionally, these are the only cards that cannot be stolen—but *only* if used together to form “WOODCHUCK”. These cards can be stolen if matched with other words.

Should you play with more than one deck, there will be more than one “WOOD” and “CHUCK” card in play.

GOING OUT/SCORING

The first person to discard the last card in his or her hand says, “Compound It All!” and the round is over. At this point, all players count up the value of the points printed on all of the cards they have played (that is, *all* of the cards in front of them). Players then deduct the number of points remaining in their hand. The difference is the number of points each player earns for the round. It IS possible for the result to be a negative number for the round or for the game.

THE COLOR CODING

Each card has a series of colored dots beneath the word. These colors represent the decks within which matches can be made. For example, the word “JAIL” has only two dots on it—blue and yellow. That means that a matching word can be found **ONLY** in the blue or yellow decks. However, the word “HOUSE”, which can be used to form the word “JAILHOUSE”, has nine dots. There is at least one match for the word “HOUSE” in every deck (there will be a total of nine decks available) corresponding with the colored dots.

In addition, some cards have a gray or brown dot on them. This means that these words can be matched with the words “WOOD”(gray) or “CHUCK”(brown).

NOTES ABOUT COMPOUND WORDS

Types of compound words

A compound word is formed when two words are brought together to make one word. There are three types of compound words: Closed form (in which two words