

(Library ebook) Royalty Word-Building, Word-Capturing Card Game

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#650716 in Books U.S. Games Systems 1998-07 Original language: English PDF # 1 4.00 x 5.25 x .751, .50
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Not Available : Royalty Word-Building, Word-Capturing Card Game before purchasing it in order to gauge whether or not it would be worth my time, and all praised Royalty Word-Building, Word-Capturing Card Game:

0 of 0 people found the following review helpful. THE NEW FORMAT IS A SORRY ATTEMPT TO MAKE CHANGES FOR CHANGE SAKE By Customer My recent purchase is the third deck of Royalty cards my wife and I have purchased, and I am sorely disappointed in them.. First, I do not understand the garish orange versus bright blue decks. Our other decks are all of subdued blues, in slightly different shades. They do not confuse the vision as do the new decks. More than that, though, is this idiotic Qu card. My wife and I have never had an argument about this game in the years we have played it, but this miserable thing has caused hard feelings right from the start. The game was straightforward and easy before; now it is hard on the eyes and confusing. 0 of 0 people found the following review helpful. Five Stars By arlene key I used to spend hours playing this with my kids. Now playing with my grandkids! 5 of 5 people found the following review helpful. Best word game ever By Cricket My family and friends and I have been avid Royalty fans for over 15 years now. It is similar to Scrabble, but adds the fun of rearranging letters on the table to make new words. It's sort of a cross between Scrabble and Rumikub, two of my favorite games. The setup is that you draw 7 cards. Each turn you have you can make one word using the letters in your hand and you can "steal" one word from the table by adding letters from your hand to it and rearranging if necessary. Game play is fun with two players, but gets more exciting with more players as there are so many options of words to rearrange and steal. For instance, someone might play "EEL". The next player (in addition to making a word from within their hand) might steal that word and play "LEER" by adding an R. The next player could then add an A, E and S to make RELEASE, and so on. You get double points for having all your letters in one color or using your entire hand. It's a great travel game and makes a wonderful gift for any Scrabble lover.

The word card game in which Scrabble meets rummy. Players form, build, and capture words that offer the highest

scoring value. For 2 or more players, or play solitaire. Ages 6 to adult. Cards measure 2-1/4" x 3-1/2".