<table>
<thead>
<tr>
<th>Alphabetically Adjacent to Any Other Letter</th>
<th>Alphabetically Earliest Letter in the Word</th>
<th>Alphabetically Later Than Previous Letter (if this is the first card, then later than the final letter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repeat Any Letter</td>
<td>Only 1 of this Letter</td>
<td>Repeat Any Letter</td>
</tr>
</tbody>
</table>

* * *
SHRDLU
A GAME ABOUT FITTING LETTERS INTO BOXES
FOR 2+ PLAYERS, BY KEVAN DAVIS

Shrdlu is a game of finding words that fit into randomly-dealt constraints.

GAMEPLAY
Shuffle the deck and deal out a row of five cards. (If one of those cards has the "deal out a sixth card" instruction, deal out a sixth card.)

An example spread would be:

```
ETA OIN
SHR DLU
CMF WYP
AEI OU
* *
```

Players then race to think of a word where each letter obeys the constraint on the card in the corresponding position, with asterisks allowing any letter.

So in the example above: a word that starts with E, T, A, O, I or N; whose third letter only appears once; and whose fifth letter is alphabetically later than its fourth. The second and fourth letters can be any letter, and the word must have five letters in all. A valid answer would be NIGHT.

The first player to call out a valid word wins the round.

The winner of a round takes the leftmost card of the row and keeps it face-down in front of them for scoring. Take the other cards of the row and put them onto the bottom of the deck.

If nobody can think of a word that fits the dealt cards, players can agree as a group to shuffle the row back into the deck and re-deal.

After eleven rounds (when there are no longer enough cards to deal out another round), the game ends and the player who took the most face-down cards wins. If tied, the tied players reshuffle the deck and play a final tiebreaker round.

* * 

ALSO: DEAL OUT A SIXTH CARD FOR THIS ROUND (UNLESS DECK IS EMPTY)

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