



MORPHO RULES

Official Game Rules

English Edition

VERSION 2.0 | 2026



MORPHO is a word-building board game for 2-8 players where players combine base English words with suffixes, say the new words aloud, and collect MORPHO Academic Caps.

Components

- 150+ Word Cards.
- 20 Suffix Cards.
- Academic Board / suffix rack with 6 numbered slots.
- Number Die.
- Bonus Action Die.
- MORPHO Academic Caps.

Setup

- Place the Academic Board in the center of the table.
- Shuffle the Suffix Cards.
- Place 6 random suffixes on the Academic Board in slots 1-6.
- Put the remaining suffixes nearby as a face-down suffix deck.
- Place the Academic Caps near the play area.
- Choose one of the three game modes: Explorer, Strategist, or Party.

For an easier game, remove words or suffixes that feel too difficult or unfamiliar.

Goal

- The goal is to collect Academic Caps by making correct words.
- The standard goal is 10 Academic Caps, but players may choose a different target before the game begins.
- End-game conditions are different in Explorer, Strategist, and Party. Each mode explains its own ending.

Game Modes

MORPHO has three modes: Explorer, Strategist, and Party. Choose a mode before starting the game.

Pass Rule



The Pass Rule is used in all modes. If a player cannot make a word with the active suffix, does not know a word, or believes no valid word can be made, they say "Pass." In Explorer and Strategist, play moves to the next player. In Party, if all players agree that no valid word can be made, all players say "Pass" and a new die roll starts the next round.

Mode 1. Explorer

The simplest mode for children, first-time players, and calm learning.

Explorer Setup

- Put the Bonus Action Die back in the box.
- Shuffle the Word Deck.
- Each player places 5 Word Cards face up in front of them.
- Put the rest of the Word Deck nearby, face down.

Explorer Turn

- The player rolls the Number Die.
- The rolled number activates the suffix in the matching slot on the Academic Board.
- The player looks at their 5 face-up Word Cards and chooses which word can be combined with the active suffix.
- The player says the new word aloud, moves the used Word Card to their score pile, and receives 1 Academic Cap.
- After playing a Word Card, the player draws a new Word Card from the deck so they have 5 cards again.
- If the player cannot make a word, they say "Pass" and their turn ends without an Academic Cap.
- If the player makes a nonexistent word, the turn simply passes to the next player with no penalty.
- A round ends after every player has taken one turn.

End of Game

- The game ends after the round in which at least one player reaches 10 Academic Caps.
- Explorer can end in a tie: if two or more players have 10 Academic Caps at the end of the round, the game is a tie.



Mode 2. Strategist

A turn-based game with the Number Die and Bonus Action Die. This mode adds more tactics and player interaction.

Strategist Setup

- Shuffle the Word Deck.
- Each player gets 5 Word Cards and places them face up in front of them.
- Put the rest of the Word Deck nearby, face down.
- Keep the remaining Suffix Cards as a face-down suffix deck near the Academic Board.
- Leave space nearby for a suffix discard pile.
- Prepare the Number Die and the Bonus Action Die.

Strategist Turn

- The player rolls the Number Die and the Bonus Action Die.
- The rolled number activates the suffix in the matching slot on the Academic Board.
- The player checks whether the active suffix can be combined with one of their 5 face-up Word Cards.
- If the word is correct, the player says the new word aloud, moves the used Word Card to their score pile, and receives 1 Academic Cap.
- The player applies the Bonus Action Die effect, if possible.
- After a successful use, the active suffix goes to the suffix discard pile. A new suffix from the face-down suffix deck is placed into the same Academic Board slot.
- If the face-down suffix deck runs out, shuffle the suffix discard pile to make a new face-down suffix deck.
- After playing a Word Card, the player draws a new Word Card from the deck so they have 5 face-up cards again, unless the Bonus Action Die effect says "Plus One Card". In that case, the player draws two cards: one replacement card and one bonus card.
- If the player cannot make a correct word, they say "Pass" and their turn ends without an Academic Cap and without the Bonus Action Die effect. The active suffix stays on the Academic Board.
- If the player makes a nonexistent word, they lose 1 Academic Cap.
- A round ends after every player has taken one turn.

End of Game

- The goal is to reach 10 Academic Caps.

- The game ends after a completed round only if one player has at least 1 more Academic Cap than every other player.
- If two or more players are tied for the highest number of Academic Caps at the end of the round, for example 10 and 10, play another round until one player is ahead by at least 1 Academic Cap.

Bonus Action Die

The Bonus Action Die is used in Strategist. If an action cannot be completed, it is skipped.



Steal

The player may steal 1 Academic Cap from any other player at the table and add it to their own stack.



Swap Card

The player may look at the other players' face-up Word Cards, choose one of their own Word Cards and one Word Card from any other player, and swap those two cards.



Discard and Draw

The player discards one of their own Word Cards that they do not want and draws one new Word Card from the deck.



Plus One Card

The player draws one extra Word Card. A player may have a maximum of 6 cards. The player loses the sixth card when they correctly make a word on their turn.



Minus One Card

The player chooses any other player. That player temporarily plays with one fewer Word Card. A player may not have fewer than 4 Word Cards. The fifth card returns when that player correctly makes a word on their turn.



Swap Suffix

The player chooses any suffix on the Academic Board, places it at the bottom of the suffix deck, draws the top suffix from the deck, and places it into the empty slot.



Mode 3. Party

A fast game of reaction, attention, and word knowledge.

Party Setup

- Put the Bonus Action Die back in the box.
- Shuffle the Word Deck.
- Place 12 Word Cards face up in the center of the table, for example 3 rows of 4 cards.
- Put the rest of the Word Deck nearby, face down.

Round

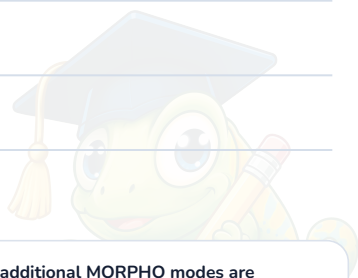
- Players take turns rolling the Number Die.
- The rolled number activates the suffix in the matching slot on the Academic Board.
- All players search the 12 face-up words at the same time.
- To claim a card, a player must loudly say "MORPHO!" and touch the chosen card at the same time.
- The player says the new word aloud, and if it is correct, receives 1 Academic Cap.
- If no player can find a valid word, all players say "Pass" and a new die roll starts the next round.
- If a player touches a card but does not say "MORPHO!", that attempt does not count. They do not receive an Academic Cap for that card, and their turn ends. That player may not touch cards again until the next die roll. The other players continue looking for a correct answer with the same active suffix.
- If a player says "MORPHO!" but makes a nonexistent word, the penalty is minus 1 Academic Cap. That player is out only for the current round and may not touch cards again until the next die roll. The other players continue looking for a correct answer with the same active suffix.
- The next player who correctly says "MORPHO!", touches a card, and names a correct word receives 1 Academic Cap and takes the card.

End of Game

- The goal is to be the first player to collect 10 Academic Caps. Party has no completed-round requirement: the first player with 10 Academic Caps wins immediately.



NOTES



Rules may change, expand, or add new modes. Current rules and additional MORPHO modes are available at playmorpho.com.

<https://playmorpho.com>



Morpho Rules

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Company: Play Morpho LLC.

Website: Playmorpho.com.

Contact: info@morphogames.com.

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