

2 4 22 3 1



**PLAY WITH:** All the letter cards. Pen and paper to keep score.

\*FIRST read the Toutilix basic principles!

**OBJECT:** Guess words as they're gradually revealed in reverse order!

**SET UP:** Spread the cards out randomly, face up.

**HOW TO PLAY:** The youngest player starts and thinks of a word. If you need help, you can always look for one in a book or elsewhere. The number of letters doesn't matter. For example, the word "dolphin." After asking the others not to look, take the letters you need to write the word. Then spell out the word with the cards in order, face down, facing the other players.

DOLPHIN

Turn over the last card face up: N Each player guesses 1 word: "Cushion!" "Dungeon!" "Napoleon!"

All guesses are welcome, even with the wrong number of letters. Let the words burst forth!

If no one guesses right, the next-to-last letter is turned over. This continues until a player guesses the word, scoring 1 point.

It's the next player's turn: Think of a word, take the letters you need to spell it out, and arrange them face down, etc.

**Play until** each person has thought of a word for the others to guess, or even longer if you want to play more hands.

**THE WINNER** is the player with the most points.

