CELEBRITIX

In french: CÉLÉBRITIX

PLAY WITH: The deck of 100 cards and 1 purple and orange ABCD card. Pen and paper to keep score.

*FIRST read the Toutilix basic principles!

OBJECT: Find the names of **celebrities** using the greatest number of cards from the middle of the table.

SET UP:
Shuffle all the **consonants** and place them face down into a draw pile.
Shuffle all the **vowels**, **stars**, and **firecrackers** and place them face up into another draw pile. These are used as **bonus** cards with different point values: they're never used to find words but are slipped under the remaining consonant cards after a word has been won.
6 **consonants** are turned over, face up, in the middle of the table.
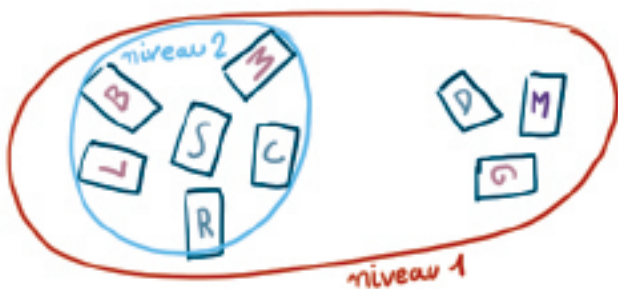3 additional **consonants** are turned over, face up, to the side of the 6 other cards.
These extra cards are just for level 1 players.

HOW TO PLAY:
Each player chooses their level of difficulty for the entire game:
Level 1: Find a name that contains certain letters among all 9 cards.
Level 2: Find a name that contains certain letters among the group of 6 cards.

The youngest player starts. They get the ABCD card, which indicates that they're the **timekeeper**. They start the first round, played in 5 steps:

1/ THE **TIMEKEEPER counts down 3 times** from 10 to 0 by raising 1, 2, then 3 fingers to show they're starting the 1st, then 2nd, and 3rd countdown. During these countdowns, each player tries to think of a famous person using the greatest number of cards from the middle of the table. Each player chooses a name according to their level (either 6 or 9 cards).

The celebrity can be real or fictional, living or dead, in any area that you can name: Cinema, the Internet, Literature, Comic Books, Fine Arts, Science, etc.
Acceptable names: First and last name, OR last name only, OR initials. For example, Marie Curie, or Einstein, or JFK.

2/ At the end of the 3rd countdown:
The **TIMEKEEPER** says the number of CONSONANT cards in the name of the person they thought of. If there are any BONUS cards under the consonants used, they add them to the total. They don't say which cards, just **the total number: consonants used + bonus cards.**

Then the others try to bid higher if they can, in any order. You can't increase your original bid. **If several players bid at the same time** the player closest to the **TIMEKEEPER's** left wins.

3/ The player with the highest bid names the celebrity they thought of.
For example: BM**LSCR** + DGM   "4! For JU**LIU**S **C**AESA**R**!"
If the bid is accepted, the player wins the consonant cards they used AND any bonus cards under them and sets them aside.
If the bid is rejected, the player loses as many cards as their bid if they have already won some cards. These lost cards go back into the correct draw piles. Then the player with the next highest bid gives the name of their celebrity.
4/ Slip a **bonus** card face up under ALL the remaining **consonant** cards. This means several **bonus** cards may be added to a single consonant card as play goes on. But watch out, these cards have different point values (see below)!

In the example above: We slip bonus cards under B and M only, since the name was found by a level 2 player who didn't use the 3 additional cards.

5/ **Add additional consonant cards to ensure there are always 6 or 9 cards** on the table, depending on the player levels.

In this example, you'll add 4 consonants to replace the ones used.

The next player becomes the **TIMEKEEPER** and receives the ABCD card. And so on.

Hint: THE TIMEKEEPER can bluff by bidding even if they haven't thought of a name yet. Then they try to think of a name while the others are bidding! This increases the difficulty for everyone!

Play continues as long as there are enough cards in the consonant draw pile at the start of each hand to place 6 (or 9) cards in the middle of the table. Consonants can also be used as bonus cards if the bonus pile runs out.

Tally your points:

Letter: 1 point   **Star**: 2 points   **Firecracker**: –2 points

THE WINNER is the one with the most points.
In case of a tie, the player with the most consonants wins.