

COMPOSIX

In french: COMPOSIX

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PLAY WITH: The deck of 100 cards (setting the help cards aside).

***FIRST** read the Toutilix basic principles!

OBJECT: Create sentences across 5 lines.

SET UP: Shuffle the deck. Each player is dealt 7 cards and places them face down in a pile. The rest form a draw pile. The top card from the draw pile is turned over and placed in the middle of the table. If it's a firecracker, it goes back into the draw pile, and another card is turned over. For example:
T

HOW TO PLAY: The youngest player turns over their **top card** and places it to the right or left of the card on the table, whichever they prefer. For example:
T and O



They then say a **complete sentence made of 2 words** that contain those letters. The first word contains the first letter, and the second word contains the second letter: "Ge**T** **O**ut!"

The next player adds a 3rd letter, to the right or the left of the letters on the table.

Then they say a complete sentence with 3 words (they don't have to use the words said previously):

For example: **T O M**

"Try an**O**ther **t**i**M**e!"

Star: It stands in for any letter and gives you another turn: After saying a word, turn over a new card!

Vowel: Gives you another turn: After saying a word, turn over a new card!

Firecracker: Too bad! It's a penalty card! Give it to another player, who must put it in the draw pile and draw a new card, which they add to their hand. After that low blow, play again by turning over another card!

If there's a mistake, there's no penalty. Keep looking for another word.

The players keep adding cards. The cards that are added can't be moved or spread apart.

If a sentence reaches 7 letters (or 5 to start), players can either keep adding to it or start a new line. The new sentence starts with just one card, which must be a verb. Place it under the previous sentence:



For example: **E**
"Div**E**!"

Each time a sentence reaches 5 or 7 letters (depending on the level chosen) you can begin a new sentence.

If you can't think of a word, the first player with an idea can start a **countdown**. If Don hasn't thought of anything when the countdown is over, Anne says her word. Don takes a letter from the draw pile, and play moves on to the next person.

If no one can think of a word, there's no penalty. The card is slipped into the draw pile and it's the next player's turn.

If a player lays down their last card without running out of ideas, they win all the cards on the table. End of the first hand.

The cards still in players' hands go back into the draw pile. Shuffle the deck and deal the cards out again.

Play continues as long as 7 cards can be dealt to each player. If the draw pile runs out before the end of the game, the last card played replaces the top of the draw pile.

THE WINNER is the one with the most cards.