

EMBROIDERIX

In french: BRODERIX

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

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

OBJECT: Craft little stories from a tapestry of letters and stars!

SET UP: Shuffle the deck. Deal 14 cards to each player, who puts them face down into a pile without looking at them. Place 20 cards face up on the table in 4 rows of 5 cards each. Put the rest of the cards face down into a draw pile.



HOW TO PLAY: The youngest player starts. Flip over your top card:

IF IT'S A LETTER, play it face up on the **letter** or **star** of your choice, and say a word containing both letters. A **star** in the carpet of letters can stand in for any letter. If you place an O on a B, say a word that contains both an O and a B, in any order: "Robert." You can't put anything on a **firecracker** (See below).

IF IT'S A VOWEL, you get another turn: After saying a word, turn over a new card!

IF IT'S A FIRECRACKER, bad news for someone else! When you turn over a firecracker, give it to whoever you want. That player must slip it in the draw pile and draw a new card, which they add to their hand. After inflicting this low blow, you then play again by turning over a new card!

IF IT'S A STAR, it stands in for any letter and gives you another turn: After saying a word, turn over a new card!

To say a **single-letter word** (A, M, I, I', etc.) you must put this letter on a vowel or a star. For example, place an I on an A and say: "It's 'I' like in 'I'm happy!'" or place an M on an E and say "It's just 'M' for the medium clothes size."

The first player's word, whether it contains one or several letters, will be the first word in a sentence. During each turn, the player turns over a card from their pile and says a word to continue the sentence.

The sentence can be considered complete if it contains a verb. To complete a sentence, say "**period!**" before the next card is turned over. Otherwise, it continues. If someone disagrees, they must say why and be able to add to the sentence with their own word.

If you make a mistake, there's no penalty; you just look for another word.

Can't think of anything? The first player with an idea starts a **countdown**. If you haven't thought of anything when time is up, the other player says their word. You take a card from the draw pile and play moves on to the next person.

If no one has any ideas, slip your card under the draw pile and skip your turn!!

Players must first cover letters and stars that haven't yet been covered. If only a **firecracker** remains on your turn, put a card from the draw pile in its place and slip the firecracker into the draw pile. Then draw a card and skip your turn!

When all the cards have been covered by a **SECOND CARD**, you can start covering them with a third card. When you place a **THIRD CARD** on a pile, turn the pile over face down.



Once all the piles are face down, turn them back over, face up. A **FOURTH CARD** is placed on each pile, which is then turned over face down.

If the draw pile is used up before the end of the game, cards underneath the piles of letters replace the top card of the draw pile.

Play continues as long as all the players have cards.

THE WINNER is the one who runs out of cards first.

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