

GETOUTOFIX

In french: SORDELIX

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Special feature: Semi-cooperative game. The scribe wants to score points and the other players work together to keep the scribe from scoring!

PLAY WITH: The deck of 100 cards (setting the help cards aside). Pen and paper to keep score.

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

OBJECT: Unearth 10-letter words in a forest of **stars** and **firecrackers**

SET UP: Spread the shuffled cards randomly across the table, face up.

HOW TO PLAY: The youngest player starts as the **scribe**. They think of a **10-letter word**. If necessary, they can look one up in a book. After asking the other players not to look, the scribe takes the 10 letter cards that make up their word and mixes them with the 3 firecrackers and 7 stars. They put the remaining cards back in the box. The scribe then spreads their mix of 20 cards randomly across the middle of the table, FACE DOWN.

The other players can now look. One of the players turns over a card and leaves it in the same spot (turned sideways if that's how it was). IF POSSIBLE, EACH PLAYER GUESSES A WORD containing this letter. If no one guesses the word, another card is turned over (by any player), and other guesses are made. Players continue turning over one card at a time until all the cards have been turned over.

Star: IF A STAR IS TURNED OVER, the players take it and set it aside. It will LATER be used as CURRENCY. The player who revealed the star turns over another card.

Firecracker: It remains there, face up. THE SCRIBE WILL USE IT whenever they want to HIDE A LETTER THAT HAS BECOME VISIBLE: They quickly turn this letter back over, face down, and cover it with the firecracker, face up.

The scribe must choose carefully what letters to hide to make it harder for others to guess the word, and do it when they're not looking, if possible!

When all the letters have been turned over (7 visible letters, and 3 that may be hidden by firecrackers), the players turn over all the other cards and take the stars that remained hidden. They can then move all the letters around and continue guessing.

If the players can't guess the word, they give the scribe 1 star, worth 1 point.

The scribe sets the star aside, face up, and reveals the last letter of the word. If the last letter is hidden by a firecracker, it remains hidden!

The players continue to give the scribe 1 star to reveal each letter in order, from the 9th until the 4th.

If the players can't guess the word after the 4th letter has been revealed, the players are out of stars. The scribe then turns over a star face down to reveal the 3rd letter, then again for the 2nd and 1st letters. Each face-down star is worth 2 points.

If the players still can't guess the word, the scribe can REVEAL each letter hidden under a firecracker, turning over a star face down in exchange (worth 2 points).

The round ends once the word has been guessed or revealed.

The scribe tallies their points: face-up star: 1 point; face-down star: 2 points.

The next player becomes the scribe and starts over from the beginning.

Play continues until each player has been the scribe once.

THE WINNER is the one with the most points.

