

LONGWORDIX

In french: TOUPOSIX

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Special feature: The firecracker helps at first, but watch out!

PLAY WITH: The deck of 100 cards and the 4 purple and orange ABCD cards.

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

OBJECT: Get rid of ALL your cards first by writing the longest possible words with 7 cards.

SET UP: Shuffle the deck. Place **2 letter cards** face up in the middle of the table. Put the **ABCD cards** in a pile next to them. Deal out the other cards evenly and set any extra cards aside. Each player takes 6 cards in hand and forms their own face-down draw pile with the rest.

HOW TO PLAY: The youngest starts. Try to form a word with some of the 6 cards in your hand AND 1 of the 2 cards on the table.
For example: **O** and **R** on the table.

With **O D Q R E L** in hand, you show **O D R** and **E** and say, "**RODEO with O!**" Place these letters in the order of your choice on the **O** card, then take as many cards as needed from your draw pile to complete your hand (6 cards in total). In this example, take 4 cards. The next player does the same thing, and so on. **Little by little, the 2 piles grow.**

Star: Stands in for all the letters. Except when it's placed at the top of the pile. In that case, it continues to stand in for the letter it replaced in the word.

Firecracker: Also stands in for all the letters, but you have to create a new pile to use it. A maximum of 5 piles can be created during the game: The 2 piles to start, and then 3 possible additional piles created with the 3 firecrackers. Unfortunately, the player who uses the firecracker must set it aside with their point cards (see below) after saying the word and placing their letters on a new pile.

If you can't or don't want to play, you can discard cards from your hand, face up, next to your draw pile. But watch out for the negative points they bring!

If you form a 7-letter word using your 6 cards and the letter on the table, you win an ABCD card, which is added to your points.

Play continues as long as all the players have cards in their hands and can find words.

If no one has any ideas, the game ends.

If a player runs out of cards, they win an ABCD card and the game ends.

Scoring:

Discarded letter card: -5 points

Firecracker used: -5 points

Card remaining in hand: -1 point

ABCD card: +10 points

THE WINNER is the player with the most points.