

PILIX

In french: EMPILIX

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Special feature: This game requires moments of total silence, during which players communicate using sign language!



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: Remember sequences of syllables, words, then sentences.

SET UP: See each hand for specific instructions.

HOW TO PLAY:

The game is played in 3 hands.

SYLLABLE HAND: Shuffle the cards and form two face-down draw piles in the middle of the table. One draw pile has all the vowels, 3 stars, and 1 firecracker and the other draw pile has all the consonants, 4 stars, and 2 firecrackers.

The youngest player turns over the top consonant card (in this example, a P) and places it face up between the 2 draw piles. The next player turns over the top card on the other draw pile (in this example, O) and places the O on the P, covering it completely. All the players need to remember the syllable PO. The next player adds a consonant, the following player a vowel, and so on.

If you turn over a **star**, you win all the cards on the table plus the star and set them aside.

If you turn over a **firecracker**, you give a card to each player (if you have won any), then put the firecracker under the draw pile. The game continues, and the series of letters gets longer.

Players communicate using sign language.

Do you need a second before another letter is added? Express this with your hands. Do you want to keep going? Express this with your hands. When

a player thinks they can't remember any more syllables, they "fold" by placing the palm of their hand on the back of their other hand. If the others want to keep playing, those who have folded wait until the end of that hand without playing.

When all players have folded except one, that player has a choice: Fold and list the sequence of syllables out loud, or keep adding cards until they're ready to fold.

While the final player to fold slowly says the sequence of syllables: "PO, ZI, BI, NE, CA, etc.," the other players spread the cards out one by one, starting with the first one, to check for accuracy.

If the answer is correct, the player wins all the cards and sets them aside.

If the player makes a mistake, the other players split the cards evenly between them. Any extra cards go back into the draw piles.

The hand continues until the vowels run out.

WORD HAND: Shuffle the cards and deal them evenly, setting any extra cards aside. Each player puts their cards in a pile, face down, without looking at them. The youngest turns over their top card and places it in the middle of the table. For example, the letter V. Each player thinks of a **word** that contains that letter, such as "loVe."

The next player turns over their top card and covers the V completely.

Each player thinks of a 2nd word that contains the 2nd letter and remembers the two words in order. The next player adds a letter, and so on. "Love, book, dream, beach, swim, etc."

THE LIST OF WORDS MUST NOT BE A SENTENCE, but players can always think of words that are linked in some way to help them remember! The hand continues like the syllable hand until the cards run out.

SENTENCE HAND: Play just like the word hand. Each player thinks of a word that contains the letter on the table. This time, the players need to build a single sentence that keeps getting longer. The hand continues until the cards run out.

Play all 3 hands.

THE WINNER is the one with the most cards.