

RUSHIX

In french: RUÉVERLIX

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

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

OBJECT: Very quickly find words using an increasing number of letters!

SET UP: Shuffle the deck. Deal out all the cards evenly. Each player puts their cards in a pile, FACE DOWN.

HOW TO PLAY: The youngest player quickly turns over their top card toward the other players (so everyone can see it at the same time) and places it in the middle of the table. The next player turns over their top card and places it in the middle of the table near the first card. The following player does the same so there are 3 cards on the table. With just 2 players, the 1st player turns over the 3rd card.

These cards are PLACED RANDOMLY and can't be moved.

Next, at the same time, everyone tries to find a word that contains all the letters on the table.

THROUGHOUT THE GAME, if no one can think of a word with the initial 3 cards, they are set aside and 3 more are flipped over as before.

1/ To have THE RIGHT TO SAY your word, you must ADD 1 LETTER to the cards on the table.

You can do this whenever you want since everyone is playing at once!

The word you say must contain ALL the letters on the table.

2/ When you ADD A LETTER, YOU MUST SAY a word.

If you **CAN'T THINK OF A WORD**, everyone smiles because it's the END OF THIS ROUND, which you've lost! You must collect all the cards, which you put aside, **FACE DOWN** as negative points. You're THE LOSER!

3/ When you SAY A WORD, YOU WIN BUT ONLY IF YOU QUICKLY GRAB all the cards, OR IF YOU QUICKLY SAY, "MINE!" before collecting the cards. Put these cards next to you **FACE UP** as positive points. You're THE WINNER!

4/ YOU CAN ALSO CHOOSE NOT TO COLLECT all the cards that you have just won: Either to make someone else add a card, with the risk of getting stuck and collecting negative points, much to your delight! Or to add another card yourself for the joyful challenge of it and to increase the risk!

For example, the cards **R P M** are in the middle of the table.

You've thought of a word that contains these 3 letters: "tRuMPet!"

But you need to quickly ADD a card BEFORE saying your word!

Such as **A**.

But now your word doesn't work anymore!

Think of another word. Say, "PARchMent," which contains all 4 letters.



Oh no! Someone plays an **S** before you say, "Mine!" You didn't even have time to grab the cards.

So before they have time to say their word, quickly turn over a card. It's an **E**!

Say, "PAMPERS, Mine!"

You can always keep adding letters, but you run the risk of not finding a word!

The round ends when a player wins OR loses.

Star: Stands in for all the letters.

Firecracker: The player who plays it, even as one of the first 3 cards, takes all the cards and sets them aside face down.

If several players lay down cards at the same time, these cards are discarded. They don't count and the game continues.

Each round always has A WINNER OR A LOSER. This player starts the next round by turning over their 1st card. The next two players do the same. And so on.

Play continues as long as 2 players have cards. The others admire them in silence!

Tally the points:

Face-down card: -1 point

Face-up card: +1 point

THE WINNER is the one with the most points.