

SPIRALIX

In french: SPIRALIX

Christine Larquetout - 2 to 8 players



Special feature: The more beginners are invited to play with experienced players, the more difficult the game becomes, since at level 1, beginners can win!

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

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

OBJECT: Unleash words using 1 or 2 letters in spirals of cards.

SET UP: Shuffle the deck. Each player is dealt 7 cards and places them face down in a pile. The rest form a draw pile. The top card from the draw pile is turned over and placed in the middle of the table. If it's a firecracker, it goes back into the draw pile, and another card is turned over.

HOW TO PLAY:

Each player chooses their difficulty level for the entire game:



For example, for **E** followed by **R**

Level 1 looks for a word that contains the last letter played: ca**R**d.

Level 2 looks for a word that contains the last 2 letters played: fa**R**ce.

Level 3 looks for a word that begins with the next-to-last letter played and contains the last letter played (anywhere in the word): **E**ffor**R**t.

The youngest player starts by quickly turning over their top card, toward the others so everyone can see it at the same time. They place it at an angle on the first card and say a word according to their level. In turn, each player lays a card at an angle on top of the previous card and says a word (according to their level). A spiral forms little by little:



While Paul is thinking, if Juliette thinks of a word **at her level**, she can start a **countdown!** If Paul hasn't thought of anything when the countdown is over, Juliette gives her word. Paul takes a letter from the draw pile, and play moves on to the next person.

Star: It stands in for any letter and gives you another turn: After saying a word, turn over a new card!

Vowel: Gives you another turn: After saying a word, turn over a new card!

Firecracker: Too bad! It's a penalty card! Give it to another player, who must put it in the draw pile and draw a new card, which they add to their hand. After that low blow, play again by turning over another card!

If a mistake is made, there's no penalty, just try to think of another word.

If no one has any ideas, there's no penalty and the next player takes their turn.

The first player to use all their cards wins the spiral.

They put those cards into a pile, face up, to form their points. ALL the other cards are shuffled, 7 cards are dealt to each player, and a new spiral begins.

Play continues as long as 7 cards can be dealt to each player. If the draw pile runs out before the end of the game, players take cards from the beginning of the spiral.

THE WINNER is the one with the most cards.