

STRATEGIX

In french: STRATÉGIX

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PLAY WITH 60 cards: 7 stars, 3 firecrackers, 1 pink alphabet, 1 blue alphabet (removing the blue A and pink A), and the 4 purple and orange ABCD cards. Pen and paper to keep score.

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

OBJECT: Scheme to get rid of your cards one by one or using various letters or combinations.

SET UP:

2 players: Temporarily remove the stars, firecrackers, and Zs. Shuffle the rest of the cards and remove 20 at random, putting them back in the box. Next add back the stars, firecrackers, and Zs. Shuffle again and deal out the cards evenly.

3 and 4 players: Deal out all the cards evenly.

Each player looks at their cards. Z is the strongest letter.

THE COLOR OF THE LETTER DOESN'T MATTER.

HOW TO PLAY: The youngest begins and places on the table, face up, either:

A single card, such as C.

One or several sequences of letters of equal length: For example: EF + MN or DEFGH + IJKLM + STUVW.

One or several pairs of letters:

For example: GG + PP + TT.

The next player must play THE SAME COMBINATION, EITHER AS STRONG OR STRONGER.

The strength is determined by the lowest letter in the combination:

GHI is weaker than MNO

JKLM + UVWX is weaker than KLMN + TUVW

FF + OO + TT + XX is weaker than HH + KK + MM + UU

Players keep playing cards that follow the first player's combination until no one can go any higher. The person with the strongest combination wins the round. The cards that have been played are set aside, and THE WINNER starts a new round by playing a new card or set of cards.

Star: Stands in for any letter.

Firecracker: Is played on its own and can't be used as a first card or after a firecracker. After a firecracker is played, the following player loses their turn.

You can pass even if you can play! But only once per hand. With 2 players, if one person passes, the other one wins the hand.

If you play exactly the same letters as the previous player, the next player loses their turn.

The letter Z wins the round whether it's played on its own, in a combination, or even as the first card in a hand. A star can replace a Z and therefore win the round.

Anyone who plays a **star**, a **Z**, or a **firecracker** as their **last card** is directly named Badluckix (see below).

END OF THE HAND:

With 2 players: When a player uses their last card, they're in **1st** place and named **Luckylix**, winning 2 points. The other player comes in **2nd** and is named **Badluckix**, scoring - 2 points. Tally the points and start a new hand. Shuffle all the cards and deal them out as before.

Exchange cards: **Luckylix** gives their worst card to **Badluckix**, who gives **Luckylix** their best card (in order of value: firecracker, star, Z, Y, etc.)!! **Badluckix** starts the new hand.

With 3 players: When a player uses their last card, they're in **1st** place and named **Luckylix**, winning 2 points. The game continues and the **2nd** to finish is **Neithernorix**, winning 0 points. The hand ends. **Badluckix** is in **3rd** place, scoring - 2 points. Tally the points, shuffle all the cards, and deal them out as before. Exchange cards (see rules with 2 players).

With 4 players: When a player uses their last card, they're in **1st** place and named **Luckylix**, winning 4 points. The game continues and the **2nd** to finish is named **Aswellix**, winning 2 points. The **3rd** to finish is **Neithernorix** with 0 points. The hand ends. **Badluckix** is in **last** place with -2 points. Tally the points, shuffle all the cards, and deal them out as before. Exchange cards (see rules with 2 players).

Play as many hands as there are players.

THE WINNER is the one with the most points.