

RULEBOOK FOR ALL THE GAMES



OPTIMIZED
for printing and
reading on tablets
and phones

1. What the pictograms mean

Choose your game:

- Letter game
- Word game (spoken aloud)
- Word game (spelled out)
- Sentence game

The basic skill required:

- You don't need to know your letters
- You need to know a few letters or words
- You need to know your letters well
- You need to know how to read
- You need to read well

The game involves:

- Concentration
- Poetic freedom
- Imagination
- Memory
- Speed
- Strategy

2. Basic principles

ALLOWABLE WORDS: ALL OF THEM! IN ANY LANGUAGE! AS LONG as you're sure of the spelling (otherwise you can check) AND AS LONG as you basically know its meaning. All grammatical variations are acceptable, as are words that are simple, complicated, rare, scientific, poetic, or fantastic; swear words, proper names, first names, last names, acronyms, brands, onomatopoeias; or words that are very easy, very short, or have already been used.

ALLOWABLE SENTENCES: Any sentence WITH A VERB that sounds correct grammatically and is remotely possible, from the serious to the wacky to the poetic. "The cat is drinking milk." "A pear can eat a diamond, in a painting, if she's hungry!"

COUNTDOWN: In certain games, while a player is thinking, another player with an idea can start nicely counting down aloud before sharing their idea, from 5 to 0. The other players can also join the countdown, even if they don't have any ideas! At the beginning of the game, the youngest player can change the countdown duration for everyone: from 10, 5, or even 3 to 0.

DIFFERENT DIFFICULTY LEVELS mean that beginners can play with experts in some games.

"DEAL OUT ALL THE CARDS" means deal all the cards evenly and set the extra cards aside.

PLAY clockwise.

3. The list of games – Let's play!

40 games:

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And 1 variation!

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And to discover all of the games, head over to www.toutilix.fr!

A simple and responsive search engine will guide you to the game you want in just a few clicks!

PDF rulebook.
Video rules in French and in English.

Welcome to the world of TOUTILIX!

www.toutilix.fr
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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.

ABCDRIX !

In french: ABCDRIX !

Juan Rodriguez - 2 to 4 players



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

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

OBJECT: Write 5-letter WORDS or FRAGMENTS of words to get rid of your cards.

SET UP: Shuffle the cards and deal 4 to each player. The rest goes into a draw pile in the middle. Each player looks at their cards and places one in front of them, face up.

HOW TO PLAY: The youngest player starts playing, in 4 steps:

1/ Place a card right before, right after, or on top of the card in front of you while saying a word that contains all the visible letter(s) in order. The cards will remain in that order for the rest of the hand.

2/ Next, if you'd like to get rid of any cards to draw new ones, you can place 1 card next to each player's card(s) of your choice and say a word.

3/ Announce when you're done.

4/ Take new cards from the draw pile so you have 5 in total (including each pile of cards in front of you, which counts as 1 card). For example:

If you have 1 card in hand and 2 piles of cards in front of you: take 2 cards so you have 3 cards in hand and 2 piles = 5 cards.



The next player does the same thing, and so on.

When you place all your cards on the table AND write a 5-letter word or fragment, you win that word or fragment. Take ALL the cards on the table, setting them aside as winnings in a pile face down next to you. Every time you win cards, set them

aside in a separate pile so you can keep track of the number of words you have won.

Then take 4 new from the pile cards and play again, putting 1 new card in front of you.

Star: Stands in for all the letters.

Firecracker: You can only place it on a **pile** with several cards (not a single card), either in front of you or someone else. Take the firecracker and the cards under it and place them immediately under the draw pile, then draw a new card. If the firecracker leaves an empty spot between the remaining cards, push them together.



If you can't think of a word using your cards or someone else's but haven't said you're finished:

The first player with an idea can start a **countdown**. If you haven't played a card when the time's up, the one who started the countdown can play one of their letters or stars in front of you. They say a word, draw a card, and take their turn immediately! Play then continues clockwise.

If no one has any ideas, the player who can't think of a word during their hand **MUST** place ALL their cards under the draw pile (including all the ones in front of them). They then take 4 cards and play again.

Play continues until the draw pile is finished, as long as at least one player can go.

THE WINNER is the one who has won the most 5-letter words or fragments.

BACKWARDIX

In french: DAGOBÉRIX

Christine Larquetout - 2 to 4 players



PLAY WITH: All the letter cards. Pen and paper to keep score.

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

OBJECT: Guess words as they're gradually revealed in reverse order!

SET UP: Spread the cards out randomly, face up.

HOW TO PLAY: The youngest player starts and thinks of a word. If you need help, you can always look for one in a book or elsewhere. The number of letters doesn't matter. For example, the word "dolphin." After asking the others not to look, take the letters you need to write the word. Then spell out the word with the cards in order, face down, facing the other players.

D O L P H I N

Turn over the last card face up: N
Each player guesses 1 word: "Cushion!" "Dungeon!"
"Napoleon!"

All guesses are welcome, even with the wrong number of letters. Let the words burst forth!

If no one guesses right, the next-to-last letter is turned over. This continues until a player guesses the word, scoring 1 point.

It's the next player's turn: Think of a word, take the letters you need to spell it out, and arrange them face down, etc.

Play until each person has thought of a word for the others to guess, or even longer if you want to play more hands.

THE WINNER is the player with the most points.

BADFRIENDIX

In french: AMIPOURIX

Cyril Blondel - 2 to 5 players



Special feature: The more beginners are invited to play with experienced players, the more difficult the game becomes.

PLAY WITH: 1 firecracker and the 2 full alphabet packs: one pink, one blue.

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

OBJECT: Pass the **firecracker** to other players, even though it helps you find **words**!

SET UP: Shuffle both alphabets together (setting the firecracker aside). Deal 10 alphabet cards to each player. Look at your cards but keep them secret. Give the **firecracker** to the youngest player, who adds it to their hand (for a total of 11 cards).

HOW TO PLAY:

Each player chooses their **level of difficulty** for the entire game:

For example, if you draw a B, and take an N from your letter cards, you will need:

Level 1: A word that starts with a B, and contains an N: BaNana.

Level 2: A word that starts with a B, and ends with an N: BarN.

The youngest player starts. They then present their cards (face hidden) in a fan to the next player, who picks a card and places it face up in front of them. The other players start the **countdown** and the player who picked a card must try to find a word (according to their level) using the card in front of them and a card in their hand. They must quickly say the word before the countdown is over!

If you think of a word, discard both cards face up (the one you drew and the one from your hand) in the middle. If you haven't found a word when the countdown is over, the card you drew goes into your hand. You then offer your hand to the next player who will in turn draw a card and look for a word. And so on.

Each player takes turns drawing a card and looking for a word to get rid of their cards.

IF YOU HAVE THE FIRECRACKER IN HAND:

Show it to everyone. The rules become easier.

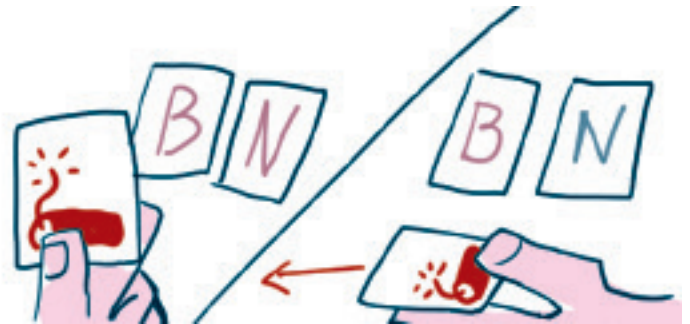
If you draw a B and take an N from your letter cards, you will need:

Level 1: A word that contains a B and an N: emBarrassiNg

Level 2: A word that starts with a B, and contains an N: BerNard

If the 2 letter cards you use are the same color, you can keep the firecracker.

If the 2 letter cards are different colors, give the firecracker to the next player before they draw a card from your hand.



IF YOU DRAW THE FIRECRACKER:

Tell everyone you got it and keep it in your hand. Don't form a word and discard the letter of your choice.

Play until:

A player has lost since they're left with just the firecracker in their hand after the next player has drawn a card!

OR:

A player has lost, since they're the only one with cards left in their hand, including the firecracker!

ALL THE OTHER PLAYERS WIN!

BIGEYESHUTIX

In french: GRANZIEUFERMIX

Christine Larquetout - 2 to 5 players



Special feature: This game is an extension of EYESHUTIX

PLAY WITH: 7 stars, 3 firecrackers, 28 vowels: all the pink, blue, and yellow ones, and 2 purple As, Es, and Os.

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

OBJECT: Collect pairs of cards with your eyes often closed – or not!

Each player chooses their **difficulty level** for the entire game:

Level 1: Always play with your eyes open!

Level 2: Play your turn with your eyes closed as soon as you see a star!

SET UP: Shuffle the 38 cards. Spread the cards randomly across the table, **face down**.

HOW TO PLAY: The youngest player turns over a card **face up** and then another to try and form a pair.

If you turn over a firecracker:

Turn it back over, THEN switch it with another face-down card of your choice. Your turn is over.

If you turn over a letter:

Turn over a second card to form a **pair of the same color**: yellow goes with yellow, purple goes with purple, BUT pink goes with blue.

When you find a pair, place the cards face down next to you. If both cards are also the **same letter**, take a **consonant** from the box as a **bonus**. Then it's the next player's turn.

To make things **even more difficult**, play without bonus points: all the pairs must be the same letter and color! 2 yellow As, for example.

If you turn over a star:

Level 1: When you get a star, turn it back over along with the letter card if you've turned one over. Then play again, turning over one card, and then another to find a pair of the same color.

Level 2: When a star appears, immediately close your eyes! Since you can't see anything, the other players turn over the card(s) you uncovered. Continue your turn with your eyes closed. You may only open your eyes for a microsecond to QUICKLY PEEK at each card you turn over!

Play until there are only 10 cards left on the table: 3 firecrackers and 7 stars.

THE WINNER is the one with the most cards.



BINGOLIX

In french: BINGOLIX

Christine Larquetout - 2 to 8 players



Special feature: It's the EASIEST of all the Toutilix games!

PLAY WITH: The **2 full alphabets** (one pink, one blue), **2 stars**, and **2 firecrackers**.

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

OBJECT: Form pairs with your cards: either 2 letters (e.g., A rose + A blue), 2 stars, or 2 firecrackers.

SET UP: Shuffle together 1 **star**, 1 **firecracker**, and 1 **alphabet** (either pink or blue) and spread the cards randomly face down across the middle of the table. Then shuffle the remaining cards and deal them out evenly. If there are any extra cards, give them to an "invisible player." Each player turns over their cards **face up** in front of them. Find

a spot for the invisible player, who is also playing, and turn their cards over too!

HOW TO PLAY: The youngest flips over a card from the middle. If it forms a pair with one of their cards, they place it face down on their card and play again. Otherwise, they give the card to the player who has a matching card. That player puts the card face down on their card and takes their turn, turning over a card from the middle, and so on.

Play continues as long as there are cards in the middle of the table.

THE WINNER is the first player to have formed pairs with all their cards.

CATCHIX

In french: LIPIPIX

Christine Larquetout - 2 to 4 players



Special feature: Beginners are welcome!

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

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

OBJECT: Catch a whole basket of syllables! HA! HA!

SET UP: Shuffle the deck. Deal out all the cards evenly. Each player puts their cards face down in a pile.

The youngest player turns over their first card in the middle of the table. For example, the letter P. The next player immediately turns over a card from their pile to quickly cover the first card. For example, the letter O.

If both cards form a "consonant-vowel" syllable, with the consonant first (such as P covered by O), **the first one to yell out the syllable ("PO!") wins all the cards in that pile.**

If there's a tie or a mistake, no one wins and play continues.

Star: The person who plays it wins all the cards in the pile and the star.

Firecracker: The one who plays it gives a card from their pile to each player and then **slips the firecracker under the pile in the middle.**

Play continues until the last card has been played.

THE WINNER is the one with the most cards.

CELEBRITIX

In french: CÉLÉBRITIX

Hervé Marly - 2 to 8 players



PLAY WITH: The deck of 100 cards and 1 purple and orange ABCD card. Pen and paper to keep score.

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

OBJECT: Find the names of **celebrities** using the greatest number of cards from the middle of the table.

SET UP:

Shuffle all the **consonants** and place them face down into a draw pile.

Shuffle all the **vowels, stars, and firecrackers** and place them face up into another draw pile. These are used as **bonus** cards with different point values: they're never used to find words but are slipped under the remaining consonant cards after a word has been won.

6 **consonants** are turned over, face up, in the middle of the table.

3 additional **consonants** are turned over, face up, to the side of the 6 other cards.

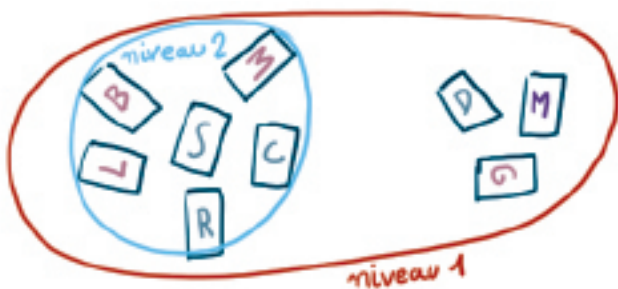
These extra cards are just for level 1 players.

HOW TO PLAY:

Each player chooses their level of difficulty for the entire game:

Level 1: Find a name that contains certain letters among all 9 cards.

Level 2: Find a name that contains certain letters among the group of 6 cards.



The youngest player starts. They get the ABCD card, which indicates that they're the **timekeeper**. They start the first round, played in 5 steps:

1/ THE **TIMEKEEPER** counts down 3 times from 10 to 0 by raising 1, 2, then 3 fingers to show they're starting the 1st, then 2nd, and 3rd countdown. During these countdowns, each player tries to think of a famous person using the greatest number of cards from the middle of the table. Each player chooses a name according to their level (either 6

or 9 cards).

The celebrity can be real or fictional, living or dead, in any area that you can name: Cinema, the Internet, Literature, Comic Books, Fine Arts, Science, etc.

Acceptable names: First and last name, OR last name only, OR initials. For example, Marie Curie, or Einstein, or JFK.

2/ At the end of the 3rd countdown:

The **TIMEKEEPER** says the number of CONSONANT cards in the name of the person they thought of. If there are any BONUS cards under the consonants used, they add them to the total. They don't say which cards, just **the total number: consonants used + bonus cards**.

Then the others try to bid higher if they can, in any order. You can't increase your original bid. **If several players bid at the same time** the player closest to the **TIMEKEEPER's** left wins.

3/ The player with the highest bid names the celebrity they thought of.

For example: BMLSCR + DGM "4! For JULIUS CAESAR!"

If the bid is accepted, the player wins the consonant cards they used AND any bonus cards under them and sets them aside.

If the bid is rejected, the player loses as many cards as their bid if they have already won some cards. These lost cards go back into the correct draw piles. Then the player with the next highest bid gives the name of their celebrity.

4/ Slip a **bonus** card face up under ALL the remaining **consonant** cards. This means several **bonus** cards may be added to a single consonant card as play goes on. But watch out, these cards have different point values (see below)!

In the example above: We slip bonus cards under B and M only, since the name was found by a level 2 player who didn't use the 3 additional cards.



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Illustrations by Bony: laviedebony.blogspot.com.
Translation by Diana Huet de Guerville

5/ **Add additional consonant cards to ensure there are always 6 or 9 cards** on the table, depending on the player levels.

In this example, you'll add 4 consonants to replace the ones used.

The next player becomes the **TIMEKEEPER** and receives the ABCD card. And so on.

Hint: THE TIMEKEEPER can bluff by bidding even if they haven't thought of a name yet. Then they try to think of a name while the others are bidding! This increases the difficulty for everyone!

Play continues as long as there are enough cards in the consonant draw pile at the start of each hand to place 6 (or 9) cards in the middle of the table. Consonants can also be used as bonus cards if the bonus pile runs out.

Tally your points:

Letter: 1 point **Star:** 2 points **Firecracker:** -2 points

THE WINNER is the one with the most points.

In case of a tie, the player with the most consonants wins.

COMBATIX

In french: COMBADIX

Christine Larquetout - 2 to 8 players



Special feature: Absolute beginners can really enjoy this game with help from other players!

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

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

OBJECT: Wage war with your letters!

SET UP: Shuffle the deck. Deal out all the cards evenly. Each player puts their cards in a pile in front of them, face down, without looking at them. The **star** is the strongest card, the **firecracker** is the weakest. The letters increase in strength from A to Z. The players turn over their top card at the same

time and place it in front of them. The one with the strongest card wins and takes all the cards, placing them underneath their pile. If any players turn over the same card, it's war! Each of these players places a second card face down on their card, and then another card face up. You can do battle several times. The one with the strongest card of ALL the players wins all the cards. Several players may run out of cards before the others and must wait for the others to finish.

Play continues as long as at least two players have cards.

THE WINNER is the one with all the cards in the end.

COMPOSIX

In french: COMPOSIX

Christine Larquetout - 2 to 8 players



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

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

OBJECT: Create sentences across 5 lines.

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. For example:
T

HOW TO PLAY: The youngest player turns over their **top card** and places it to the right or left of the card on the table, whichever they prefer. For example:
T and O



They then say a **complete sentence made of 2 words** that contain those letters. The first word contains the first letter, and the second word contains the second letter: "Ge**T** **O**ut!"

The next player adds a 3rd letter, to the right or the left of the letters on the table.

Then they say a complete sentence with 3 words (they don't have to use the words said previously):

For example: **T O M**

"Try an**O**ther **t**i**M**e!"

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 there's a mistake, there's no penalty. Keep looking for another word.

The players keep adding cards. The cards that are added can't be moved or spread apart.

If a sentence reaches 7 letters (or 5 to start), players can either keep adding to it or start a new line. The new sentence starts with just one card, which must be a verb. Place it under the previous sentence:



For example: **E**
"Div**E**!"

Each time a sentence reaches 5 or 7 letters (depending on the level chosen) you can begin a new sentence.

If you can't think of a word, the first player with an idea can start a **countdown**. If Don hasn't thought of anything when the countdown is over, Anne says her word. Don takes a letter from the draw pile, and play moves on to the next person.

If no one can think of a word, there's no penalty. The card is slipped into the draw pile and it's the next player's turn.

If a player lays down their last card without running out of ideas, they win all the cards on the table. End of the first hand.

The cards still in players' hands go back into the draw pile. Shuffle the deck and deal the cards out again.

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, the last card played replaces the top of the draw pile.

THE WINNER is the one with the most cards.

CRAZY8IX

In french: AMÉRIX

Christine Larquetout - 2 to 8 players



PLAY WITH: The deck of 100 cards and the 4 help cards that start with ABCD. Pen and paper to keep score.

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

OBJECT: Journey through the alphabet by sowing cards.

SET UP: Shuffle the deck and deal 7 cards to each player. Look at your cards but keep them secret. Place the ABCD cards on the table where everyone can see them. Put the rest of the cards face down into a draw pile. Turn over the top card and place it next to the **draw pile** to create a **discard pile**. If the top card is a **firecracker**, the first player draws 2 cards, turns over a card from the draw pile on the firecracker, and skips their turn.

HOW TO PLAY: The youngest player starts. If one of your cards matches the card on the discard pile (see below for matching rules), place your card face up on top of it. Each player tries to play ONE card from their hand. If you can't play, you can draw ONCE from the draw pile. Play the card if you can, otherwise keep it in your hand. It's the next player's turn.

Say, "**Toutilix!**" when you play your next-to-last card. If you forget, another player can say, "**Star!**" and you must pick 2 cards from the draw pile and skip your turn. The hand continues until someone plays their last card. All players tally their points (see below) from their hands. Shuffle all the cards back together and deal 7 cards to each player to start another hand. And so on.

When the draw pile runs out, turn over the discard pile to make a new draw pile.

Play continues until one player earns 300 points. You can also agree on a different point value to end the game.

MATCHING THE CARDS

On a consonant, such as an X:
Play **the same letter** (an X),
or one of **the 3 preceding letters:**
(U, V, or W)

or one of **the 3 following letters:**
(Y, Z, or A) Yes: Y Z A B and so on.

For a vowel, besides the 3 letters preceding or following letters, you can also play **any other vowel:** A, E, I, O, U, Y.

SPECIAL CARDS:

Star: Can be played on any card, but you must say which letter it represents.

Firecracker: Can be played on any card. The next player must draw 2 cards and skip their turn. The game continues using the card under the firecracker.

The letter X: Reverses the direction of the game. With only 2 players, playing an X gives you another turn.

Points: Y = **70** W X Z = **50** vowel (except Y) = **20**
firecracker = **10** star = **10** other = **5**

THE WINNER is the one with the fewest points.

DETECTIX

In french: MOINZIX

Christine Larquetout - 2 to 4 players



PLAY WITH: 1 alphabet (pink or blue).

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

OBJECT: Discover the missing letter!

SET UP: Shuffle the alphabet cards and spread them randomly across the table, face down. The youngest draws a card without looking and sets it aside without anyone seeing it. The rest are spread out on the table, FACE UP, in a jumble OR in rows of 5 letters – the youngest player decides.

HOW TO PLAY: Say "Ready, set, go!" to start the game. The first player who finds the missing letter says: "**Toutilix!**" and then gives their answer.

If they're right, they win the card, which they set aside, face down.

If they make a mistake, all the letters that haven't already been won are shuffled together and spread randomly across the table, face down. Each of the other players draws one card, which they keep as winnings. They show this card to everyone and then set it aside, face down.

Then shuffle the rest of the cards, spread them out face up, and continue playing.

Play as long as cards remain.

THE WINNER is the one who has won the most letters.

EMBROIDERIX

In french: BRODERIX

Christine Larquetout - 2 to 4 players



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

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

OBJECT: Craft little stories from a tapestry of letters and stars!

SET UP: Shuffle the deck. Deal 14 cards to each player, who puts them face down into a pile without looking at them. Place 20 cards face up on the table in 4 rows of 5 cards each. Put the rest of the cards face down into a draw pile.



HOW TO PLAY: The youngest player starts. Flip over your top card:

IF IT'S A LETTER, play it face up on the **letter** or **star** of your choice, and say a word containing both letters. A **star** in the carpet of letters can stand in for any letter. If you place an O on a B, say a word that contains both an O and a B, in any order: "Robert." You can't put anything on a **firecracker** (See below).

IF IT'S A VOWEL, you get another turn: After saying a word, turn over a new card!

IF IT'S A FIRECRACKER, bad news for someone else! When you turn over a firecracker, give it to whoever you want. That player must slip it in the draw pile and draw a new card, which they add to their hand. After inflicting this low blow, you then play again by turning over a new card!

IF IT'S A STAR, it stands in for any letter and gives you another turn: After saying a word, turn over a new card!

To say a **single-letter word** (A, M, I, I', etc.) you must put this letter on a vowel or a star. For example, place an I on an A and say: "It's 'I' like in 'I'm happy!'" or place an M on an E and say "It's just 'M' for the medium clothes size."

The first player's word, whether it contains one or several letters, will be the first word in a sentence. During each turn, the player turns over a card from their pile and says a word to continue the sentence.

The sentence can be considered complete if it contains a verb. To complete a sentence, say "**period!**" before the next card is turned over. Otherwise, it continues. If someone disagrees, they must say why and be able to add to the sentence with their own word.

If you make a mistake, there's no penalty; you just look for another word.

Can't think of anything? The first player with an idea starts a **countdown**. If you haven't thought of anything when time is up, the other player says their word. You take a card from the draw pile and play moves on to the next person.

If no one has any ideas, slip your card under the draw pile and skip your turn!!

Players must first cover letters and stars that haven't yet been covered. If only a **firecracker** remains on your turn, put a card from the draw pile in its place and slip the firecracker into the draw pile. Then draw a card and skip your turn!

When all the cards have been covered by a **SECOND CARD**, you can start covering them with a third card. When you place a **THIRD CARD** on a pile, turn the pile over face down.



Once all the piles are face down, turn them back over, face up. A **FOURTH CARD** is placed on each pile, which is then turned over face down.

If the draw pile is used up before the end of the game, cards underneath the piles of letters replace the top card of the draw pile.

Play continues as long as all the players have cards.

THE WINNER is the one who runs out of cards first.

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www.toutilix.fr



Illustrations by Bony: laviedebony.blogspot.com.
Translation by Diana Huet de Guerville

EYESHUTIX

In french: ZIEUFERMIX

Christine Larquetout - 2 to 5 players



Special feature: Play with just a few letters, even if you don't know what they're called!

PLAY WITH: 7 stars, 3 firecrackers, and 6 As: 1 pink, 1 blue, 2 yellows, and 2 purples.

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

OBJECT: Collect pairs of cards with your eyes often closed – or not!

SET UP: Shuffle the cards and spread them randomly across the table, **face down**.

HOW TO PLAY:

Each player chooses their **difficulty level** for the entire game:

Level 1: Always play with your eyes open!

Level 2: Play your turn with your **eyes closed whenever you see a star**.

The youngest turns over one card **face up** and then another to form a pair.

Did you turn over a firecracker? Turn the **firecracker** back over face down THEN switch it with another face-down card of your choice. Your turn is over.



Did you turn over a letter? Turn over a second card to form a **pair of the same color**: yellow goes with yellow, purple goes with purple, BUT pink goes with blue. If you find a pair, place it face down next to you. Then it's the next player's turn.

Did you turn over a star?

Level 1: When a **star** appears, turn the face-up card(s) back over (meaning the star and the letter card you may have already turned over since you're looking for pairs of the same colors). Then play again, turning over one card, and then another to find a pair of colors.

Level 2: When a **star** appears, immediately close your eyes! Since you can't see anything, the other players turn back over the card(s) you had uncovered. You continue your turn with your eyes closed. You may only open your eyes for a microsecond to QUICKLY PEEK at each card you have turned over!

When the three pairs of COLORS have all been won, the players then look for the three pairs of stars.

When you find a pair of stars, place the cards face down next to you. Then it's the next player's turn.

Play until only 4 cards remain on the table: 3 firecrackers and 1 star.

THE WINNER is the one with the most cards.

FAMILIX

In french: FAMILIX

Christine Larquetout - 2 to 6 players



Special feature: Beginners can play by showing letters instead of naming them.

PLAY WITH: 1 alphabet, 1 firecracker, 1 star (OR 2 alphabets, 2 stars, 2 firecrackers to increase the difficulty)

AND the 4 purple and orange ABCD cards to show the 7 letter families:

The "ABCD" family, "EFGH" family... "YZ firecracker star" family.

To switch things up, you can choose to play with the BCDE (purple), CDEF (blue), or DEFG (yellow) cards another time!



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

OBJECT: Collect cards to form families of letters, stars, and firecrackers.

SET UP: Shuffle the deck. Distribute cards according to the number of players:

2 players: 7 cards; 3 players: 6 cards; 4 players: 5 cards; 5 players: 4 cards; 6 players: 3 cards.
Each player looks at their cards. The rest of the cards go face down into a draw pile.

HOW TO PLAY: The youngest player starts. Choose a player to ask for a card you need to form a family (you must already have one card in that family).

"Cecilia: in the **YZ firecracker star** family, I would like the **Y**."

When you play with 2 alphabets, 2 firecrackers, and 2 stars, the letter families must be the same color.

"Cecilia: in the **YZ firecracker star** family, I would like the **blue Y**."

Did you get the card? Play again! Otherwise, Cecilia says, "Draw a card!"

Did you draw the card you asked for? Show it and play again. If you form a family, place it next to you and play again. If you don't draw the card you asked for, play moves on to the next person. And so on. Of course, you can always bluff and ask for a card that you have in your hand to make other players think you don't have it. You can't immediately ask for a card that you just gave someone. But you can ask for it after first requesting another card on your turn.

Play continues as long as the players have cards.

THE WINNER is the one with the most families.

FLICKIX

In french: PITCHIX

Florent Toscano - 2 to 6 players



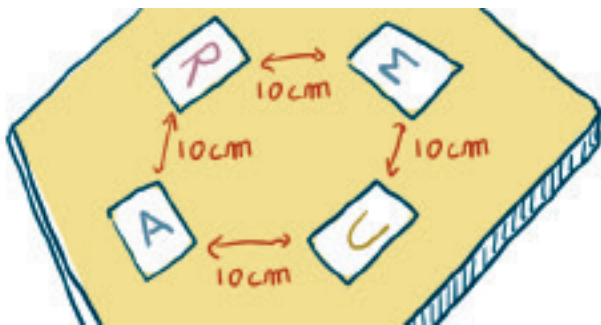
Special feature: A game of skill that you play standing up! The more beginners are invited to play with experienced players, the more difficult the game becomes, because beginners can win at level 1!

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

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

OBJECT: Take aim at letter cards to collect and name the letters or spell out words.

SET UP: Shuffle the cards and deal 3 cards to each player, who looks at them. The rest of the cards go face down into a draw pile, away from the middle of the table. The first four cards in the draw pile are turned over face up in the middle, equal distance from all the players and 10 cm apart. The players all stand around the table and move around during the game (like billiards).



Each player chooses their **difficulty level** for the entire game:

Level 1: **Name the letters...** or spell out words if you want!

Level 2: **Spell out words with at least 2 letters.**

Level 3: **Spell out words with at least 3 letters.**

Star: Stands in for all the letters. You can **only use 1 star** per word.

Firecracker: Can't be used in a word.

HOW TO PLAY:

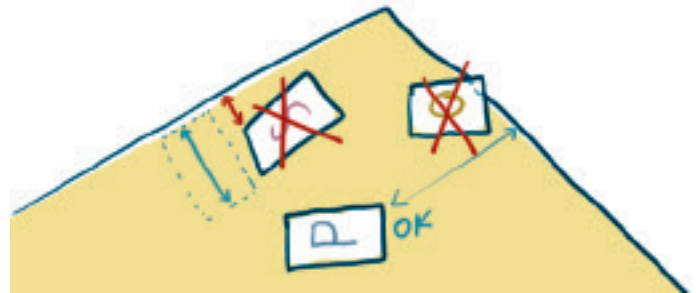
Step 1: AIM

The youngest chooses a card from their hand and goes wherever they want. They place the card on the edge of the table, face up, letting it hang a bit over the table. They aim for a card in the middle and give their card a little flick so it slides toward the card they're aiming for!

If their card touches one or several cards, the player wins their card and all the cards they touched. They add them all to their hand and go to step 2.

If their card doesn't touch another card, they just leave it on the table and skip their turn.

If the card falls off the table or comes too close to the edge, the player takes their card back and skips their turn.



Step 2: LAY DOWN CARDS AND SAY A LETTER OR WORD.

Using their **cards in hand**, a player can decide to lay down some cards, which they set aside as winnings:

Level 1: Lay down 1 letter you say aloud.

Levels 2 and 3: Lay down and read out 1 word of at least 2 or 3 letters.

A bonus is immediately taken from the draw pile for long words:

5 letters or stars: 1 card

6 letters or stars: 3 cards

7 letters or stars or more: 13 cards!

The player who laid down cards can go again, going back to step 1.

The next player starts with step 1, and play continues.

If no more cards remain on the table, the player who picked up the last card(s) turns over 4 new cards from the draw pile and puts them in the middle of the table, equal distance from all the players and 10 cm apart. They aim for a card once again!

If a player runs out of cards, they immediately draw another one.

If a player touches at least one card while flicking a firecracker, or a player touches a firecracker with their card, the firecracker is placed under the draw pile. The player wins all the cards they have touched, plus a card from the hand of each player who has already won a card.

Play until the draw pile runs out.

THE WINNER is the one with the most cards.

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Illustrations by Bony: laviedebony.blogspot.com.
Translation by Diana Huet de Guerville

FOREHEADIX

In french: FRONTIBIX

Roberto Fraga - 2 to 6 players



Special feature: The game is played in one-on-one challenges, no matter how many players there are.

PLAY WITH: The 2 full alphabets (one pink, one blue) and the 3 firecrackers.

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

OBJECT: Come up with words using 1 or 2 letters on another player's forehead.

SET UP: Shuffle the cards and form a draw pile, face down.

HOW TO PLAY: The youngest starts.

1/ Draw a card without looking at it and place it face down in front of the player you want to challenge. Then draw another card and place it face down in front of you. Next, both players take the card in front of them, without looking at it, and place it on their forehead so everybody can see it.



For example: If Robert is holding an **L** on his forehead, he doesn't know what it is, but Florence can see it!

Florence is holding an **R** on her forehead, and she can't see it but Robert can!

2/ Each player **immediately** says a word that starts with the opponent's letter.

For example, Robert says, "**REVOLVER!**" and Florence says, at the same time, "**LEMONADE!**"

3/ The first player who thinks of a word that contains both letters wins both cards.

Robert is faster and says, "**TRAILER!**" which contains an **R** and an **L**.

THE WINNER then challenges another player (unless there are only 2 players). And so on.

If one player holds a firecracker to their forehead, they automatically win both cards!

But if:

Robert doesn't know the letter or can't think of a word with that letter, for whatever reason;

Neither player can think of a word with both letters; Robert and Florence each have a firecracker on their forehead;

Robert and Florence shout out a word with both letters at the same time;

Or one of the players makes a mistake;

Then both cards are set aside. The same players go again, and THE WINNER gets the first 2 cards as a bonus!

If a beginner is having trouble, for example, "What letter does my word start with?" Quickly think of an easier word!

Play until the draw pile runs out.

THE WINNER is the one with the most cards.

GETOUTOFIX

In french: SORDELIX

Christine Larquetout - 2 to 8 players



Special feature: Semi-cooperative game. The scribe wants to score points and the other players work together to keep the scribe from scoring!

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: Unearth 10-letter words in a forest of **stars** and **firecrackers**

SET UP: Spread the shuffled cards randomly across the table, face up.

HOW TO PLAY: The youngest player starts as the **scribe**. They think of a **10-letter word**. If necessary, they can look one up in a book. After asking the other players not to look, the scribe takes the 10 letter cards that make up their word and mixes them with the 3 firecrackers and 7 stars. They put the remaining cards back in the box. The scribe then spreads their mix of 20 cards randomly across the middle of the table, FACE DOWN.

The other players can now look. One of the players turns over a card and leaves it in the same spot (turned sideways if that's how it was). IF POSSIBLE, EACH PLAYER GUESSES A WORD containing this letter. If no one guesses the word, another card is turned over (by any player), and other guesses are made. Players continue turning over one card at a time until all the cards have been turned over.

Star: IF A STAR IS TURNED OVER, the players take it and set it aside. It will LATER be used as CURRENCY. The player who revealed the star turns over another card.

Firecracker: It remains there, face up. THE SCRIBE WILL USE IT whenever they want to HIDE A LETTER THAT HAS BECOME VISIBLE: They quickly turn this letter back over, face down, and cover it with the firecracker, face up.

The scribe must choose carefully what letters to hide to make it harder for others to guess the word, and do it when they're not looking, if possible!

When all the letters have been turned over (7 visible letters, and 3 that may be hidden by firecrackers), the players turn over all the other cards and take the stars that remained hidden. They can then move all the letters around and continue guessing.

If the players can't guess the word, they give the scribe 1 star, worth 1 point.

The scribe sets the star aside, face up, and reveals the last letter of the word. If the last letter is hidden by a firecracker, it remains hidden!

The players continue to give the scribe 1 star to reveal each letter in order, from the 9th until the 4th.

If the players can't guess the word after the 4th letter has been revealed, the players are out of stars. The scribe then turns over a star face down to reveal the 3rd letter, then again for the 2nd and 1st letters. Each face-down star is worth 2 points.

If the players still can't guess the word, the scribe can REVEAL each letter hidden under a firecracker, turning over a star face down in exchange (worth 2 points).

The round ends once the word has been guessed or revealed.

The scribe tallies their points: face-up star: 1 point; face-down star: 2 points.

The next player becomes the scribe and starts over from the beginning.

Play continues until each player has been the scribe once.

THE WINNER is the one with the most points.



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Illustrations by Bony: laviedebony.blogspot.com.
Translation by Diana Huet de Guerville

GETRIDIX

In french: VLAMONIX

Christine Larquetout - 2 to 8 players



PLAY WITH: 6 stars, 1 firecracker, 28 vowels: all the pink, blue, and yellow ones, and 2 purple As, Es, and Os.

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

OBJECT: Get rid of the **firecracker** by throwing down pairs!

SET UP: Deal out all the shuffled cards, even if some players get more.

HOW TO PLAY: Each player looks for pairs in their hand and throws them face up in the middle of the table.

A star goes with a star.

For the vowels: yellow goes with yellow, purple goes with purple, BUT pink goes with blue.

The youngest then shows their hand, cards hidden, to the player to their left to let them pick a card. If that card matches one in their hand, they throw the pair on the table. Otherwise, they keep the card and offer their hand to the next player.

Play continues as long as someone has the firecracker in their hand with other cards.

THE WINNER, or rather **the WINNERS**, are the ones that end the game without the firecracker in hand!

GOATDROPIX

In french: CROTDEBIX

Christine Larquetout - 2 to 4 players

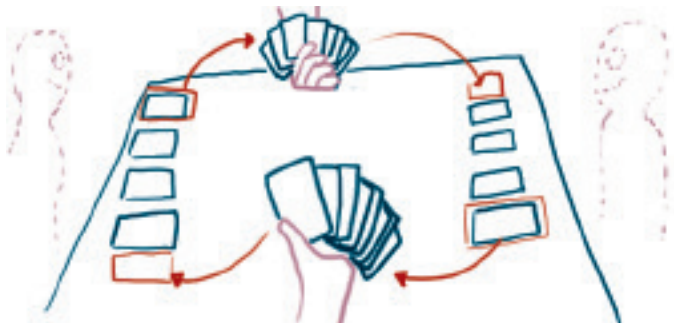
PLAY WITH: The 2 full alphabets (one pink, one blue), 7 stars, 3 firecrackers, the 4 purple and orange ABCD cards, and the GOATDROPIX cards.

*FIRST read the Toutilix basic principles!

OBJECT: Combine letters amidst cute little goats! The probabilities of these combinations have been verified by Alain Brobecker, the author of Cubissimo!
<http://abrobecker.free.fr/jeux/index.htm>

SET UP: Shuffle all the A to L cards together and deal them out evenly. Each player looks at their cards. Shuffle the letters from M to Z, the stars, and the firecrackers and place them face down into a points pile. Give each player an ABCD card, and place the goatdropix cards where everyone can see them as a reminder of the possible combinations (6- or 8-card hands depending on the number of players).

For a 2-player game, deal 8 cards to each player and deal out a row of 4 cards, face down, to two imaginary players who just serve to pass cards (see below).



HOW TO PLAY: Everyone plays in 3 steps, at the same time:

Step 1: Look at your hand to find a combination listed on the GOATDROPIX cards (either 6- or 8-card hands), according to the rules below. If you find one of these combinations, say, "Goatdropix!" Each player then reveals their hand. The player with the strongest combination wins, and all the others take a card from the points pile, going clockwise.

Step 2: If no one shouts "Goatdropix!" everyone passes a card from their hand to the player to their left, face down.

With 2 players: Peter places a card on the right-hand side of the row of cards belonging to imaginary player 1 and Mary does the same for imaginary player 2.



Step 3: Everyone takes a card from the player to their right.

With 2 players: Mary takes a card from the left side of imaginary player 1's row while Peter takes a card from the left side of imaginary player 2's row. Always take the card closest to you!

To make things more difficult: As soon as a player lays down the card they want to pass to their neighbor, no one can shout "Goatdropix!" and everyone passes a card to the next player.

Keep going through the 3 steps until a player says, "Goatdropix!"

The combinations on the GOATDROPIX card go from weakest to strongest.

With 2 or 3 players: Use the GOATDROPIX card for 8-card hands.

With 4 players: Use the GOATDROPIX card for 6-card hands.

Each run must contain letters of the same color, but sets of runs can be of different colors.

For example, 2 runs of 3 letters: CDE +JKL or CDE+JKL or CDE +JKL or CDE +JKL.

When the letters are the same, pink wins: BCD is stronger than BCD.

When the colors are the same, a combination of letters that is higher in the alphabet wins: HIJ is stronger than CDE.

We first consider the combination's place on the GOATDROPIX card then the color, and then the position in the alphabet.

SCORING:

Star: -5 goatdropix.

Firecracker: + 5 goatdropix.

Consonant: + 1 goatdropix.

Vowel: 0 goatdropix! **A vowel is the wind that carries all the player's consonant or firecracker cards back into the box, leaving them all their stars!**

Play until the points pile runs out.

THE WINNER is the player with the fewest goatdropix.

HILAFRASIX

In french: FRAZRIGOLIX

Christine Larquetout - 2 to 8 players



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

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

OBJECT: Invent fanciful flights of sentences that never end.

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 starts by turning over a card face up in the middle of the table. The next player will turn over a card on top of that one. The next players do the same, building a pile of cards.

If it's a letter, say a word containing that letter. For example, with F: "aFter."

This is the first word in a sentence that only ends when a player wins it.

The next player turns over a card, puts it on the first card, and says the 2nd word in the sentence. Players take turns placing a card on top of the previous one. The sentence gets longer and longer and your imagination soars!

There are **FOUR ways of winning all the cards on the table:**

If you turn over a star, you win.

If you turn over a firecracker, the next player wins.

If you can't think of a word, the first player to begin a countdown wins if the active player draws a blank.

If no one can think of a word, the player preceding the active player wins.

Each time a player wins, they collect all the cards that have been played, then take the lead and start a new sentence if they have any cards left. Otherwise, it's the next player's turn.

If there's a mistake, no problem, just look for another word.

Play continues as long as one player has some cards, even if they're the only one turning over cards. The others can still begin a countdown.

THE WINNER is the one with the most cards.

HYPER SPEEDIX

In french: HYPER SPEEDIX

Roberto Fraga - 2 to 6 players



PLAY WITH: The 2 full alphabets (one pink, one blue) and the 7 stars.

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

OBJECT: Quickly find words **with and without** certain letters.

SET UP: Shuffle the cards and deal them out evenly. Each player forms a face-down draw pile.

HOW TO PLAY: The youngest starts. Quickly flip over your top card (facing away from you so everyone sees it at the same time) and place it face up in the middle of the table. The next player turns over a 2nd card and the following player turns over a 3rd card. With 2 players, the 1st player turns over the 3rd card.

You must always have 3 stacks of cards, regardless of the number of players.

MINI OR MAXI OPTIONS: Make things easier by forming just TWO stacks of cards, or harder by forming FOUR stacks of cards!

The first player who says a word that contains **the BLUE letters but not the PINK letters** wins all the cards! They put those cards into a face-up pile to form their points. Then play again, starting a new pile, with the next players taking turns to form new piles.

If no one has any ideas after 10 seconds, if there is a tie, or if a mistake is made: The next player plays a card **on top of** whichever card they want.

If there are only PINK letters, you have to find a word that doesn't contain any of those letters!

If there are two identical letters, the first one to say, "TOUTILIX!" wins all the cards in the piles and plays again.

If there is a star, the first player to slap the table wins all the cards in the piles and plays again.

Play continues as long as ALL the players have cards to play.

THE WINNER is the one with the most cards.

JACKPOTIX

In french: JACKPOTIX

Christine Larquetout - 2 to 4 players



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

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

OBJECT: Spell out words to hit the jackpot!

SET UP: Shuffle the deck and deal 7 cards to each player. The rest of the cards go face down into a draw pile. Look at your cards but keep them secret.

HOW TO PLAY: The youngest starts. Place 1 card face up in the middle of the table and say a word containing the letter on that card. If you play the letter A, say a word containing an A: "IAugh." The next player puts one of their cards either to the left of, the right of, above, or below the one already on the table. Like the letter T in this example.



The player then says a word containing just the letter they just played (if it's the only one on this line), or the letter they just played plus any other letter(s) already on the same line. They can add to the word given by the previous player, or say another word.

For example, with the letters AT: "ATe."

Each player plays a card on their turn and words appear:

With the letters ATE: "fATE"; with the letters LATE: "LATEr."

Firecracker: Blocks a space. If it's placed before or after a letter, it prevents a word from being extended on this side, and no one can win the word (see below).

Star: Stands in for all the letters. Frees a blocked space. Put the star on the firecracker, collect them both as winnings, and play again.

The cards that have been put on the table can't be moved at all.

Words can only be spelled out horizontally.

How and when do you win cards?

If the letter you play completes a **3-letter word**, you can choose to collect the cards or leave them so the word can be extended.

If the letter you play completes a word that is **4 or more letters**, you can choose to collect the cards or leave them so the word can be extended. In that case only, when you collect cards, take as many cards from the draw pile as there are letters in your word as a bonus.

If a player says a word that can't be extended to the left or the right: JACKPOT! They win the word!

They take as many bonus cards as there are letters in the word, plus an additional 10 cards!

A maximum of 5 words can be written: The word on the first line + 2 words above and 2 words below.

If you play your last card, draw 7 more.

If you can't play any of your cards, draw a card. Play it if you can, or keep it and skip your turn.

If all the players have skipped their turn, take all the cards from the table and shuffle them into the draw pile. Deal each player 7 new cards and continue the game.

Play continues as long as you can keep putting down cards. When the draw pile runs out, keep playing all the cards that can be played. **And if a player manages to use all their cards, they win all the cards on the table!!**

Scoring:

Letter: 1 point Star: 5 points Firecracker: -1 point

THE WINNER is the one with the most points.

LIARIX

In french: PAVRAILIX

Christine Larquetout - 2 to 8 players



Special feature: Beginner readers can play with the help of the others (see below).

PLAY WITH: The deck of 100 cards (setting the help cards aside). Pen and paper if needed.

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

OBJECT: Get rid of your cards, sometimes by lying through your teeth!

SET UP: Shuffle the deck and deal out all the cards evenly. Each player looks at their cards.

HOW TO PLAY: The youngest thinks of a word and says it aloud by placing a letter from this word in the middle of the table. For example, they can play an **E** face up and say: **"This is in the word sunshine!"**

The next player plays one or several cards (face down next to the 1st card) that are supposed to be in that word. For example, **"Sunshine has this, and this, and this, and even this, that's for sure!"** You can play several stars, play several cards with the same letter, and even use all your cards!

The others can believe this player and keep playing their own cards in turn, or challenge the active player by saying: **"Liar, Liar!"** BEFORE the next player takes their turn. The accused player must flip over their cards slowly, one by one, to build suspense! **Did they lie?** They take all the cards that have been played. Otherwise, the accuser takes

all the cards. Each player sets aside the cards they have picked up, which can't be used again. End of the first hand.

The next player thinks of a word and places a card face up, and so on.

Firecracker: Place it alone, face up, and say, "Bam!" The next player must then take all the cards that have been played!

Star: Stands in for all the letters, so you can never be a liar when you use it!

When getting rid of their last cards, if a player uses a star or a firecracker (with other cards or not), they must take all the cards that have been played.

Play continues as long as all the players have cards. As soon as a player uses their last card, the other players add their remaining cards in hand to the pile of cards they have collected.

THE WINNER is the player with the fewest cards.

How to help a beginner reader:

They choose their word, such as "tiger!" Someone writes it out in big, easy-to-read letters: TIGER. They play like everyone else but can look at their written word and compare it to the cards in their hand. They can also lie sometimes!! Other players' words should also be written out. This gives beginner readers of all ages and backgrounds access to a fun letter and word game.

LONGWORDIX

In french: TOUPOSIX

Alexandre Droit et Nicolas Bourgoin - 2 to 4 players



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.

OLDCHAPIX

In french: VIEUBARBIX

Christine Larquetout - 3 to 5 players



PLAY WITH: The two full alphabets (one pink and one blue) and the 4 purple and orange ABCD cards.

With 3 players, put the pink **Z** card back in the box.
With 5 players, remove the pink **Z** and blue **Z** cards.
The color of the cards matters and **each alphabet** is split into **2 families**.

YOU PLAY WITH 4 FAMILIES:

Pink A to M; pink N to Z; blue A to N; blue N to Z.

M is higher than A and Z is higher than N.

The families are color-coded on the ABCD help cards as a reminder.

Pen and paper to keep score.

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

OBJECT: A trick-taking letter game in which you want the fewest points.

SET UP: Shuffle the cards and deal them out evenly to each player.

Place the 4 ABCD cards face up on the table.

HOW TO PLAY:

The game is played in 5 hands with various situations to **avoid**, or "contracts" (see below).

Each player looks at their cards. The youngest player starts the first hand, the next player starts the second hand, and so on.

The hand:

The 1st player establishes the family that others must follow by placing a card face up in the middle of the table.

For example, in the pink A-M family: a pink B.

Each player takes turns playing a card in that family: the 2nd player places a pink A, the 3rd a pink G, etc.

If you don't have a card from that family, you must play a card from another family. For example, the pink O (in the pink N-Z family). You won't win the trick.

The player with the highest card in the family wins the trick; in this case, the pink G. They set the cards won aside (see below for rules in different hands).
THE WINNER leads the next trick and establishes the family to be played.

The hand continues until the last point-scoring card in that hand has been captured in a trick (see below). **Tally the points at the end of each hand.**

Shuffle the cards and deal them out to start a new hand.

Each hand has different "contracts," or situations to avoid:

1st hand: Tricks. 1 trick = 5 points

The tricks won are set aside face down, in separate piles.

The hand ends when all the cards have been played.

2nd hand: Vowels. 1 vowel = 10 points

Nothing else counts. The tricks are set aside face down, except for the vowel cards, which are displayed face up so everyone knows how many vowels remain to be played.

The hand ends once all 12 vowels have been captured.

3rd hand: Ms and Ns. Each M or N card = 20 points

Nothing else counts. The tricks are set aside face down, except for the 2 M and 2 N cards, which are displayed face up so everyone knows how many remain to be played.

The hand is over once the 4 pink and blue M and N cards have been captured.

4th hand: Blue H. The blue H = 90 points!

Nothing else counts. The tricks are set aside face down until the blue H is captured.

The hand ends immediately!

5th hand: AVOID EVERYTHING: the tricks, the vowels, the Ms and Ns, and the blue H!

Since EVERYTHING counts, the cards won must be displayed clearly: the tricks are placed face down in distinct piles, with the vowels, Ms and Ns, and blue H sticking out of the piles, face up.

This hand ends once all the cards have been played.

EVERYTHING that has been won is worth points!!

1 trick = 5 points; 1 vowel = 10 points; M or N = 20 points; blue H = 90 points!

Once all 5 hands have been played, add up all the points from each hand.

THE WINNER is the one with the lowest score.

PILIX

In french: EMPILIX

Christine Larquetout - 2 to 4 players



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.

QUADRIX

In french: QUADRIX



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

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

OBJECT: Cultivate a small patch of letters.

SET UP: Shuffle the deck. Each player is dealt 7 cards and puts them face down into a pile. The rest form a draw pile.

HOW TO PLAY: The youngest starts by flipping over their top card and placing it face up in the middle of the table.

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!



Letter: The player must say a sentence with a single verb that contains that letter.

For example, with **T**: "TasTe!"



The next player flips over their top card and places it to the right of the first card. Then they say a complete sentence with 2 words using both cards. They don't have to keep the previous player's word. The 1st word contains the 1st letter and the 2nd word contains the 2nd letter.

For example, with **T T**: "TasTe This!"



The next player adds a 3rd letter under the 1st one and says a complete sentence with 3 words using all 3 cards (in order).

For example, with **T T M**:

"Try This Mushroom!"

The next player adds a 4th letter under the 2nd one and says a complete sentence with 4 words using all 4 cards (in order).



For example, with **T T M A**:

"Le**T**'s visi**T** Mary l**A**ter"

The next player adds a 5th letter on top of the 1st and says a complete sentence, still with 4 words.



For example, with **S T M A**:

"Sarah trea**T**s Me b**A**dy."



Next, a 6th letter covers the 2nd on the top right and the player says a complete sentence, still with 4 words.

For example, with **S H M A**:

"Someone Hit My c**A**r!"

And so on, using the words that have already been said, or not.

Can't think of a word? Sophia has an idea and starts a **countdown!** If Agnes can't think of anything by the time the countdown is over, Sophia gives her word, Agnes takes 1 card from the draw pile, and play moves on to the next person.

If no one has any ideas, the cards on the table are set aside. The next player starts another sentence.

If you make a mistake, you just look for another word.

When a player lays down their last card without drawing a blank, they win all the cards on the table. End of the hand. The cards still in players' hands go back into the draw pile. The cards are shuffled and dealt back out to start a new hand.

Play continues as long as 7 cards can be dealt to each player. If the draw pile is used up before the end of the game, cards underneath the piles of letters replace the top card of the draw pile.

THE WINNER is the one with the most cards.

RUMMYLIX

In french: RAMILIX

Christine Larquetout - 2 to 4 players



PLAY WITH: The two full alphabets (one pink and one blue) 7 stars, 3 firecrackers, and the 4 purple and orange ABCD cards. The color of the cards doesn't matter. Pen and paper to keep score.

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

OBJECT: Get rid of your cards by forming matched sets (melds).

SET UP: Shuffle the deck and deal 7 cards to each player. Look at your cards but keep them secret. The rest of the cards go face down into a draw pile. Turn over the 1st card next to the draw pile to form a discard pile.

HOW TO PLAY: Each turn has 3 steps: 1/ Draw 2/ Play or Pick up 3/ Discard.

THE YOUNGEST PLAYER STARTS:

1/ Draw the 1st card from the top of the draw pile or the discard pile.

2/ Lay cards on the table if you can (see below for the melding rules).

3/ Discard 1 card from your hand by adding it face up to the discard pile.

HOW AND WHEN TO PLAY MELDS:

The 1st time, you must play at least 1 run of 5 consecutive letters or 2 runs of 3 consecutive letters.

For example: **MNOPQ** or **XYZAB** or **GHI + KLM**

NEXT, on the same turn or later on, you can add cards in 2 different ways:

-One by one, adding one or more cards before or after melds already on the table.

-In runs of at least 3 cards.

Once you've laid down your first meld, you can add cards from your hand to another player's melds. But you can't move anyone else's cards around.

Star: Stands in for all the letters. You can take a star that is part of a meld, either from your meld or from another player's meld AS LONG AS you have already played a meld. You exchange the star for the letter it represents, but only if it comes from your hand. You must immediately add this star to a meld anywhere on the table.

Firecracker: Blocks the card it's placed next to. A firecracker on each side of a run blocks it completely. You can lay it down next to your cards. The only way to remove a firecracker is to put a star on top of it. Set both the star and firecracker aside.

If you run out of cards, draw 7 more and keep playing.

When the draw pile runs out, turn over the discard pile face down to create a new draw pile.

Play continues until someone plays their last card. They take the cards remaining in the other players' hands to earn more points.

Scoring:

letter = 1 point; star = 5 points; firecracker = 5 points.

Play as many hands as there are players.

THE WINNER is the one with the most points.

RUSHIX

In french: RUÉVERLIX

Christine Larquetout - 2 to 8 players



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.

SEQUENCIX

In french: SUIFIX

Christine Larquetout - 2 to 6 players



PLAY WITH: 1 pink or blue alphabet, 7 stars, 3 firecrackers, and the 4 purple and orange ABCD cards.

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

OBJECT: Use your memory to form pairs of continuous or (very) discontinuous letter sequences!

SET UP: Spread the shuffled cards randomly across the table, face down. Display the ABCD cards so everyone can see them.

HOW TO PLAY: The youngest player flips over 1 card and leaves it in the same spot (turned sideways if that's how it was).

Letter: Turn over a 2nd card to find the preceding or following letter. If it's a **K**, you want a **J** or **L**. If you

find either of these letters, place both cards next to you, face up, and play again. Otherwise, turn both cards back over.

If any player has already won the preceding or following card, you look for the card before or after those letters. In this example, **I** or **M**.

Star: If you turn over a star, take it and set it aside to use later as a firecracker shield. Play moves on to the person.

Firecracker: If you turn over a firecracker, you lose your turn – unless you have a star. In that case, take the firecracker to form a pair with a star, which can only be used as a shield once. Play continues as long as pairs can be formed.

THE WINNER is the one with the most cards.

SLAPIX

In french: TOUVAVIX

Alexandre Droit et Nicolas Bourgoïn - 2 to 6 players



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

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

OBJECT: Quickly find pairs of letters placed in a circle and slap the firecracker!

SET UP: Shuffle the deck. Place a **firecracker** face up in the middle of the table, **surrounded by 6 different letters** face up in the shape of a star. Deal out the rest of the cards evenly. Each player forms a face-down draw pile with their cards.

HOW TO PLAY: The youngest player starts. Quickly turn over your top card toward the others so everyone can see it at the same time, and place it immediately on one of the letters on the table. The next player places another card on a letter, forming piles. Later on in the game, when an empty spot appears around the firecracker you must place your card in that spot. Play continues in this way.

If a pair of letters appear (such as two As) on **2 different piles**, the first to slap their hand on the **firecracker** wins both the cards in the pair and any cards in the piles underneath. They put those cards into a pile, face up, to form their points. Then play again.



If a star is played, the first to slap their hand on the firecracker wins any pile of cards they choose and then plays again.

If a firecracker is played, the one who played it gives a card from their winnings to each player, or a card from their draw pile if they haven't won any cards yet. Then it's the next player's turn.

If a mistake is made, for example, a player slaps the firecracker incorrectly or slaps somewhere besides the firecracker, they must give a card from their winnings to each of the players, or a card from their draw pile if they haven't won any cards yet.

Play continues as long as there are cards to turn over and pairs to spot.

THE WINNER is the one with the most cards.

SOLITARIX

In french: SOLITIX

Blaise Muller - 1 to 8 players



Special feature: Can be played with 2 to 8 players as a cooperative game.

PLAY WITH: The full deck except for the pink alphabet (setting the help cards aside).

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

OBJECT: A game of Patience in which you get rid of your cards by forming words.

SET UP: Place the 3 **firecrackers** nearby, face up. Shuffle the deck and place it face down to form a draw pile. Turn over 7 cards in a row on the table to form columns you will build on. Next, take cards from the top of the draw pile and turn them over face up to cover half of each card in each column, except for **blue letters** and **stars**, which can't be covered. Keep doing this in whatever order you'd like, until all the columns end in either a blue card or a star.

PLAY IN 3 STEPS:

1/ Form a word using at least 4 cards from the bottom of the columns. See below for examples.

Set these cards aside (face up if the word contains a star so you remember how many are still in play).

2/ Fill in the empty columns. A good strategy could be to start by using a card from the bottom of any column to free up letters. Otherwise, take a card from the top of the draw pile to fill in the empty space.

3/ Taking from the top of the draw pile, once again cover half of each card at the bottom of each column (except for **blue letters** and **stars**). Keep doing this until all the columns end in either a blue card or a star.

Try to find a new word, and repeat the steps above.



Keep playing as long as there are at least 4 cards you can use, either in the columns on the table or the draw pile.

Some ways to form words:

Use the cards that are available at the bottom of the columns.

Complete an empty column while you form a word to free up some letters.

Take cards in any order.

Star: Stands in for all the letters. You can only use 1 star per word. And you can't use a star in your last word!

Firecracker: Stands in for all the letters. You can use 1 to 3 firecrackers per word, whenever you want, but they can also penalize you – see below.

For example: **GUARD**, taking the letters G U A D and using a star to stand in for the R.

YOU WIN when you use **all the letters and stars but no firecrackers!**

Success is even sweeter when you finish with very few words (even just eight!)

When you start, you may need to use 1, 2, or even 3 firecrackers. Or you may not win at all! Patience!

SPRINTILIX

In french: SPRINTILIX

Christine Larquetout - 2 to 4 players



Special feature: Beginners are welcome and can also win!

PLAY WITH: All the letter cards. A timer. Pen and paper to keep score.

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



OBJECT: Read out a series of syllables as quickly as possible.

SET UP: Split the deck into a pile of consonants and a pile of vowels. Each one is shuffled.

HOW TO PLAY: The youngest starts. Each player chooses someone to be their timekeeper on their turn.

The game is played in **3 hands**.

Hand 1: BAVAZAKA!

Place the pile of consonants face down in front of the reader and the letter **A, face up**.

The timekeeper says, "Ready, set, go!" and launches the timer.

The reader quickly turns over a consonant to the left of the letter A, for example, B, and says the syllable that is formed: "**BA!**" They immediately turn over another consonant on top of the first one and read out the new syllable. The consonants keep coming and the reader keeps saying syllables one after another until the draw pile runs out. Write

down the time, which is used to tally the points at the end (see scoring below). The next player becomes the reader. And so on.

If the reader makes a mistake, the sprint ends!

The next player becomes the reader.

Hand 2: CACECOCO?

Form a face-down pile made up of all the **vowels**. Place the letter **C face up** in front of the reader. The timekeeper starts timing. The reader turns over a vowel to the right of the letter C, such as A, and reads out the syllable formed: "**CA!**" then places a second vowel on top of the first card and continues forming syllables. Continue like the previous hand.

Hand 3: GOGIGIGO!

Form a new face-down pile made up of all the **vowels**.

Place the letter **G face up** in front of the reader. The timekeeper starts timing. The reader turns over a vowel to the right of the letter G, such as O, and reads out the syllable formed: "**GO!**" etc. Continue like the previous hand.

Each hand is played once.

Beginning readers can practice before running the Sprintilix:

Play the 3 hands by naming the first letter, then the second letter, and then saying the syllable: For example: "B! A! BA!"

At the end of the three hands, tally all the points:

Sprint not completed: 0 points.

Pile read out in its entirety: 1 point.

Speed Bonus: The player with the fastest time earns an additional point for each player who finished the pile, but took longer!

THE WINNER is the player with the most points.



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Translation by Diana Huet de Guerville

STRATEGIX

In french: STRATÉGIX

Christine Larquetout - 2 to 4 players



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.

SURREALIX

In french: CADAVEREXKIX



Special feature: A cooperative game inspired by surrealist games.

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

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

OBJECT: Form exquisite circular word sequences.

SET UP: Shuffle the deck. Place the cards in a circle in the middle of the players in **groups of 5 cards:** 1 card face up on 1 card face down (which will never be played) and 3 cards face up. The number of groups varies according to the number of players. The rest of the cards are set aside.
With 2 players: Use 20 cards. 3 players: 30 cards.
4 players: 40 cards. 5 players: 25 cards. 6 players: 30 cards.



HOW TO PLAY:

Example: The youngest player starts. Choose a group of 5 cards. You can move the 3 single cards around as you please, even if one of them is a star or firecracker. Then think of **5 words** that use those letters (see below), but don't say them aloud. The 1st word must contain the 1st letter (on the face-down card), the 2nd word must contain the 2nd letter, etc.

Star: Stands in for all the letters.

Firecracker: The player to the left of the active player chooses a letter that will stand in for the firecracker.

For example, with the cards **A (on a hidden card) star A N T (on a hidden card):**

The text could be:

A complete sentence: **Alice loves fArting wheN eaTing.**

An incomplete sentence: **After I sAid No To....**

Part of a sentence: **BeArs sleep Around Nine Times...**

The nicer each person's sentence sounds, the better it will all fit together, if even it's silly.

When the first player has thought of their sequence, they announce **only** the last word (the one containing the letter on the face-down card), clarifying spelling or conjugation if needed. For example, with the sentence "**After I sAid No To,**" the player just says, "**To,** with one 'o.'"

The next player does the same thing, except that the first player's last word (**To**) becomes their first word. Their cards are **T (on a hidden card) firecracker M A U (on a hidden card)**. For the firecracker, the player to the left says it's an E, so the sequence must use **To E M A U**. For example: **To thE Moon And aroUnd...**

The second player then announces their last word ("around"), which becomes the next player's first word. And so on.

For 2, 3, or 4 players: Each player takes turns thinking of 5 words. Then they take a 2nd turn to complete the circle.

The last player has 2 constraints: Their first word is the previous player's last word AND their last word contains the letter used in the first word in the circle. They complete the circle but don't announce their last word. It's a surprise for the end!

Each player makes sure they remember their set of words. Then, card by card, everyone slowly says all their words to create a nice chain. The words can be said aloud a 2nd time for fun.

The 100 cards are then shuffled and arranged the same way as before for the next round.

You can play again as many times as you want!

THE WINNER? What do you think?! Above all, the winners are humor and poetry!

TARGETIX

In french: VIZDIBIX

Christine Larquetout - 2 to 5 players



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

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

OBJECT: Quickly yell out certain letter combinations.

SET UP: Shuffle the deck and deal out all the cards evenly. Each player puts their cards face down in a pile.

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 quickly turns over their top card and covers the previous card. The next player does the same, etc.

Star: The person who plays it wins all the cards in the middle and the star.

Firecracker: The one who plays it gives 1 card to each player and then places the firecracker under the pile in the middle. The game continues and the pile keeps growing.

If a **vowel** is placed on another vowel: The 1st player to yell "**vowel!**" wins the pile of cards.

If a **consonant** is placed on another consonant, the 1st player to yell "**consonant!**" wins the pile of cards.



If the card placed on the pile is **the next letter in the alphabet**, the 1st player to yell "**sequence!**" wins the pile of cards.



If there's a **tie or a mistake**, no one wins the cards and the pile keeps growing.

Play continues until the last card has been played.

THE WINNER is the one with the most cards.



THINKQUIZ

In french: PAFLEMIX

Fabien Bleuze, Yves Hirschfeld - 2 to 8 players



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

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

OBJECT: Quickly get rid of your cards while creating a memorable story!

SET UP: Shuffle the deck. Each player is dealt 5 cards and looks at them. The rest form a draw pile, face down, far from the middle of the table.

HOW TO PLAY: The youngest player quickly flips over the top card from the draw pile, facing toward the others so everyone can see it at the same time, and places it in the middle of the table. If the first card is a **firecracker**, slip it under the draw pile and turn over another card. Quickly say the first word of a **sentence** that starts with the letter on this card.

For example: **F** "Fred"

Then the fastest person adds to the sentence with one of their cards. They place their card **on top of** the first one and say their word.

For example: **A** "and"

At any time, players can play cards one at a time **on top of each other** by saying a word. A pile forms little by little.

For example: **V** "Virginia" **W** "went"

Firecracker: As soon as one is played, each player must immediately hand all their cards to the player to their left!

Star: Functions as a period to complete a sentence. Another sentence begins immediately to keep the story going.

Can't think of a word? Draw a card to get another idea.

The first player to use all their cards picks up the pile of face-up cards.

These cards count as points (one for each card), **as long as** the player can remember the words!

The player must turn over the pile of cards they have won face down, and slowly tell the story one word at a time, naming each word **before** they flip over the corresponding card. Another player can challenge them if they think the word is wrong and suggest another word **BEFORE** the next card is turned over. The one who is **right about the word** wins the card.

If no one can remember the word, the card is slipped under the draw pile, and the player keeps flipping over the cards until the end of the story. End of the first hand.

ALL the other cards are shuffled (except the cards that have been won), and 5 new cards are dealt out to each player. A new story begins!

Play continues as long as there are enough cards to deal 5 to each player.

THE WINNER is the one with the most cards.

TRICKTIX

In french: BAZARDELIX

Charles Chevalier - 3 to 5 players



PLAY WITH: The two full alphabets (one pink and one blue) and the 4 purple and orange ABCD cards (where the families are color-coded as a reminder). With 3 players, put the pink **N** card back in the box. With 5 players, put the pink **N** and blue **N** cards back in the box.

The color of the cards matters and **each alphabet** is split into **2 families**.

YOU PLAY WITH 4 FAMILIES:

Pink A to M; pink N to Z; blue A to N; blue N to Z.

M is higher than A and Z is higher than N.

The families are color-coded on the ABCD help cards as a reminder.

Pen and paper to keep score.

HOW TO PLAY:

Each player looks at their cards and hands one face down to each opponent, who offers one from their hand in exchange.

The trick: The player with the pink A starts by playing this card for the first trick, laying it face up in the middle of the table. Then each player takes turns playing a card in the pink A-M family. If you don't have a card from that family, you must play a card from another family. The player with the highest card in the family wins the trick, setting the cards aside face down. They then lead the next trick.

Special note: A player can **only start a trick using a card from the blue A-M family** if a card from that family was played earlier **or** if they only have cards from the blue A-M family in their hand.

The hand is over when the players run out of cards.

Scoring:

Blue A-M cards: 1 point

Blue X card: 13 points

Other cards: 0 points

However, if a player scores all 26 points in the hand, they score 0 points while each of their opponents scores 26!

Play continues until one player earns 100 or more points.

THE WINNER is the one with the lowest score.

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

OBJECT: A **trick-taking letter game** in which you want the fewest points.

SET UP: Shuffle the cards and deal out all the cards. Place the 4 ABCD cards face up on the table.



UNSCRUPULIX

In french: CORSIX

Christine Larquetout - 2 to 8 players



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

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

OBJECT: Do whatever it takes to win the most cards!

SET UP: Shuffle the deck. Deal out all the cards. It doesn't matter if some players have more than the others. Each player puts their cards into a pile, face down, without looking at them.

HOW TO PLAY: The youngest starts and turns over a card face up in the middle of the table. The next player will turn over a card on top of that one. The next players do the same, building a pile of cards.

SPECIAL CARDS:

Firecracker: The player gives each player 1 of their cards, which are set aside as winnings and can't be used again. The player then slips the firecracker under the pile of cards in the middle and skips their turn.

Star: The next player turns over **4 cards, one at a time**, and slowly places them on the pile of cards in the middle.

Z: The next player turns over **3 cards, one at a time**, and slowly places them on the pile of cards.

A: The next player turns over **2 cards, one at a time**, and slowly places them on the pile of cards.

Once these 4, 3, or 2 cards have been turned over, the original player who turned over the star, Z, or A wins the entire pile!

If the player **who has to turn over 4, 3, or 2 cards reveals a star, Z, or A**, the following player now needs to **turn over 4, 3, or 2 cards** and the original player's turn is over.

If the player **who has to turn over 4, 3, or 2 cards turns over a firecracker**, they need to give one of their cards to each player, who sets it aside as winnings. This whole process continues. Any time a special card is revealed, it cancels out the previous special card, and play moves on to the next person.

SPECIAL COMBINATIONS:

Even after a special card is revealed, if a player turns over:

1/ A **pair** (the same letter regardless of the color, 2 stars, or 2 firecrackers).

2/ A **run** (2 consecutive letters, e.g., MN or NM) or

3/ A **letter sandwich** (PEP, MOM, etc.)

The first player to shout, "**Toutilix!**" before the special combination is covered wins the pile.

The player who has just won the pile sets those cards aside and turns over a new card. The game continues, with each new card covering the previous one. Players who run out of cards must wait for the others to finish. But they can also continue to win cards when special combinations appear!

Continue playing as long as at least 2 players have cards.

THE WINNER is the one with the most cards.

WORDMESSIX

In french: MÉFOUILLIX

Christine Larquetout - 2 to 5 players



PLAY WITH: All the letter cards. Pen and paper to keep score.

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

OBJECT: Find letters that form a word, in order, in a jumble of face-down cards.

SET UP: Shuffle the cards and spread them randomly across the table, face up.

HOW TO PLAY: Each player takes the letters that form a 5-letter word of their choice and shows it to the others. The remaining cards are set aside. Each player's words are then shuffled together and spread out randomly on the table, face down. The youngest player flips a card over, gives everyone time to memorize it, and turns it back over face

down. The next player flips over a card face up on their turn, and then back over.

The game continues until a player is ready: After flipping a card over AND turning it back over face down, they can try to find their entire word, in the right order. If they're right, they win the cards, set them aside, and can play again to look for the other words. Once all the words have been found, a new hand begins. Shuffle the cards and place them randomly on the table once again, face up. You can change the number of letters in the word if the beginners would like.

Play as many hands as there are players.

THE WINNER is the one who has guessed the most words.

You don't need to know your letters:

BIGEYESHUTIX (p.6)
BINGOLIX (p.7)
EYESHUTIX (p.14)

You need to know a few letters or words:

SPIRALIX (p.2)
BACKWARDIX (p.4)
COMBATIX (p.9)
CRAZY8IX (p.11)
FAMILIX (p.15)
FLICKIX (p.16)
FOREHEADIX (p.17)
GETRIDIX (p.19)
HYPER SPEEDIX (p.22)
LIARIX (p.24)
SLAPIX (p.32)
UNSCRUPULIX (p.40)
WORDMESSIX (p.41)

You need to know your letters well:

DETECTIX (p.12)
GOATDROPIX (p.20)
OLDCHAPIX (p.26)
RUMMYLIX (p.29)
SEQUENCIX (p.31)
STRATEGIX (p.35)
TARGETIX (p.37)
TRICKTIX (p.39)

You need to know how to read:

ABCDRIX ! (p.3)
BADFRIENDIX (p.5)
CATCHIX (p.7)
CELEBRITIX (p.8)
COMPOSIX (p.10)
GETOUTOFIX (p.18)
HILAFRASIX (p.21)
JACKPOTIX (p.23)
LONGWORDIX (p.25)
PILIX (p.27)
QUADRIX (p.28)
SOLITARIX (p.33)
SPRINTILIX (p.34)
THINKQUIX (p.38)

You need to read well:

EMBROIDERIX (p.13)
RUSHIX (p.30)
SURREALIX (p.36)

The basic skill required is not always equivalent to the difficulty of the game!
Booklet to download on www.toutilix.fr

