

# UNSCRUPULIX

In french: CORSIX

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**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.