



A game by Jean-Jacques DERGHAZARIAN and Michel PINON

For 2 to 8 players or more; ages 7 and older; game duration: ± 15 minutes.

1. Object of the game

To be the first to find the shortest word that contains at least the three consonants you got with a roll of the 3 dice.

The winner will be the player with the highest score at the end of the game.

2. Rules of the game

Each player rolls 3 dice in turn.

After each roll of the dice the player who thinks he/she has found the shortest word announces the number of letters of this word and counts down this number; i.e. 7 letters: 7-...6-...5-...4-...3-...2-...1-...STOP.

If none of the players announces a better score, i.e. less than 7 letters in this example, the player reveals the word at the end of his countdown.

The word must contain at least the 3 consonants obtained with the roll of the dice (the same consonant may be found several times in the same word; the letters can be in any order and need not be adjacent).

If the word is accepted and has the announced number of letters, the player scores as many points as there are letters in the word.

If the word is turned down or if the number of letters is incorrect, each of the other players receives the number of announced points.

If another player announces a lesser number of letters during the countdown, the player who was interrupted will stop his/her countdown and the other player will start his/her own countdown.

A player cannot make a new announcement if his/her countdown has not been stopped.

If a player thinks that the other players will not find anything, he says "IMPOSSIBLE"; then begins a countdown starting with 10-...9-...8-...7-...6-...5-...4-...3-...2-...1-...STOP. He/she will score three points if no other player interrupts with an announcement of a number, even one greater than 10.

3. End of the game

The game ends when one of the players reaches 36 points. The player with the most points wins.

If players are tied, the winner will be determined by a last round between them of a roll of the 3 dice and a try at finding the shortest word.

4. Inter-generational variations

Played with the "vowels" die; at the beginning of the game you will assign:

- The players who have to find a word with the vowel and at least two of the three consonants obtained from the roll of the dice. (*easier*)
- The players who have to find a word using at least 3 consonants; the vowel may or may not be part of the word found.

Accepted words include: common words (including plural nouns and conjugated verbs) and proper nouns, with the exception of acronyms.

The scoring grid should be filled in from top to bottom, marking the total score after each word won.

Game material:

Three 20-sided letter dice with consonants; one 6-sided letter die with 5 vowels and a "joker" face allowing player choice of any vowel; a scoring pad with a pencil for the scores; a playing mat and game rules.



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