

----- **TYPO-2D** -----

--- Author: Corné van Moorsel --- Artwork: Ron van Dalen

--- Number of players: 2-6 --- Age: 9-109 --- Playtime: 30 minutes

SUMMARY

Try to connect your cards to cards on table, so that you can say words that start with the letters in rows or columns.

PREPARATION

- Give the Tiebreaker card to the player with the longest name.

- Shuffle the 61 letter cards.

(The number above a letter tells how many cards have that letter.)

- Place 1 random card on table. Place it a bit North-West of the center.

- Deal cards (to be kept secret from opponents):

2 players: 14 cards each

3 players: 13 cards each

4 players: 12 cards each

5 players: 11 cards each

6 players: 10 cards each

- Choose which dictionary is decisive.

GAME ROUND

Each game round all players choose 1 of their cards, simultaneously. Once all players have made their choice, then all show their letter.

They then check which of the chosen letters is the first alphabetically. The player with this letter may connect this card to a card on table (side to side), to make or extend a row or column of letters. If you do so, then you must say a word that starts with the letters in this row or column.

Then the next card in alphabetical order must get played and so on.

If you extend a row and a column at once, you must say a word for the row and a word for the column. As reward for adding to both directions, you get the Tiebreaker card. (Also if you place your card between 2 cards in a row or column.)

If 2 or more players have the same letter, then the player with the Tiebreaker card or the first player at his/her left side (so clockwise) plays this letter first.

When all players have played their card, the next round starts by choosing a card simultaneous again, and so on.

MAXIMUM NUMBER OF ROWS/COLUMNS

Once there are in total 4 (or more) rows and columns which consist of at least 2 connected cards, then you may only place a letter if you make the length of a row or column 3 cards or more.

By making a row or column 3 or more cards long, it can happen that you make a word part of 2 cards in the other direction at the same time. This is allowed.

PENALTY CARDS

If you don't see any word part to make anywhere by connecting your letter, then you take away all cards

from the longest row or column.

If several rows/columns are the longest, then you choose 1 of these to discard. The second half of these cards (rounded down, minimum 1) you add to your hand cards. The first half you remove from the game. Now you must still connect your letter to a card on table. If you succeed now, your turn is over. If you still can't, you again take away the currently longest row/column and get its penalty cards, and so on. If you got 2 or more penalty cards and finally you place your card at a spot where you make a connection (sides to sides or corners to corners) between separated areas of cards, then you discard 1 of your penalty cards.

DOES THE WORD EXIST?

If half or more of the players don't believe that the word you say exists, then you spell it and search it in the dictionary. If it does exist, you choose 1 of your hand cards to discard. If it doesn't exist, you take 1 card extra from the longest row/column which you must discard now.

END OF THE GAME

Winner is the first player who has no cards left.

ALLOWED WORDS

At the start of the game you must agree about a set of rules about which words are right or wrong. Suggested rules: No names or abbreviations. Forms of verbs and plurals and diminutives allowed. The A, E, O and so allowed for Â, É, Ö and so.

For German: *Zusammengesetzte Wörter sind nur zulässig wenn sie im Wörterbuch sind.*

For Dutch: *Samengestelde woorden zijn alleen toegestaan als ze in het woordenboek staan.*

Variant: The names on the cards which are visible on the table are allowed.

VARIATION RULE: THE ICONS

6 cards have an icon. The rule in case you play a card with an icon:

<Picture1>("E") Place this card between letters. Shift one side of the column or row one step to make space. At each card chain in the other direction you must still name a word.

<Picture2>("M") Voluntary, you can take this card back in your hand instead of playing it this round.

<Picture3>("N") Replace a card by this card. Name a word in horizontal and/or in vertical direction.

<Picture4>("O") Hold 1 space empty in front of the row where you add your card in front of the empty space. So you must name a word that consists a letter in the empty space.

<Picture5>("P") Hold 1 space empty behind the row where you add your card behind the empty space. So you must name a word that consists a letter in the empty space.

<Picture6>("Z") Voluntary, you can turn the order of cards in the row or column you add your card to. At each card chain in the other direction you must still name a word.