

WORD - WHIZ

A

E

I

O

U

REGOLAMENTO
SPIELREGELN
RULE BOOK
REGLEMENT
REGLAMENTO

COMPONENTS

- 4 plastic boards, each divided into 65 squares (5 rows x 13 columns)
 - 20 vowel place markers (4 A; 4 E; 4 I; 4 O; 4 U)
- 1 deck of 55 cards, each showing a consonant (3 x B, C, D, F, G, H, K, L, M, N, P, R, S, T, W; 2 x J, Q, V, Y, Z)
- 1 wooden cylinder (the “microphone”)
 - 1 rule book

OBJECT OF THE GAME

To take your 5 vowel place markers beyond the last squares of your board as quickly as possible.

SET-UP

Each player chooses a board and a group of vowels and places them on the first square of each row. Place the “microphone” in the centre of the game table.

Shuffle the cards, divide them into three small packs and place them for all to see face downwards on the table. Turn up the top card of each pack and place it in front of the pack. To make the game easier, just prepare 2 packs, to make it more difficult, prepare 4 packs.

HOW TO PLAY

Draw lots to decide who begins the game and proceed clockwise.

Each player, in turn, uncovers the top card of one of the three packs of his choice and places it on the card previously turned up.

At this point there are three consonants on show and each player must quickly think of a word which contains all three consonants.

The first player to think of a word, grabs the “microphone” and says the word out loud. If the word is valid (that is to say it contains the three consonants and is included in the “valid words”- see further) the player moves his vowel place markers as many squares as are the respective vowels contained in the word he has said. If the word is not valid, the player must move one of his/her vowels back one square.

VALID WORDS

A word is valid if:
it contains all three consonants on show **and**
allows the player who pronounces it to move
at least one of his vowels.

Every word contained in the dictionary is valid, in any grammatical form (singular, plural, masculine, feminine, verb moods, adverbs etc.).

Proper words, foreign words or words with hyphens are **NOT VALID**.

In case of contention or if there is no dictionary at hand any word may be accepted if the majority of the other players agrees.

EXAMPLE

The consonants on show are: C F N; the player who has got hold of the “microphone” says the word CONFIDENCE: the word is valid, so the player can move the “O” 1 square, the “I” 1 square and the “E” 2 squares. (The order in which the consonants are put is irrelevant).

If the player in question has already completed the lines of vowels O, I, E and must still move vowels A and U, the word is not to be considered valid and the player must move back by one square with 1 of his/her vowels.

When the pack of cards is finished, re-shuffle all the cards, divide them into three small packs and continue to play as in the final phase of the game set-up.

THE WINNER

The first player to take his 5 vowels beyond the last squares of his board wins.

WORD-WHIZ

A										
E										
I										
O										
U										

oefening 1

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gevonden woorden:

gekozen woord = klinkers =

oefening 2

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gevonden woorden:

gekozen woord = klinkers =

oefening 3

--	--	--

gevonden woorden:

gekozen woord = klinkers =

oefening 4

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gevonden woorden:

gekozen woord = klinkers =

oefening 5

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gevonden woorden:

gekozen woord = klinkers =