

# OLDCHAPIX

In french: VIEUBARBIX

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**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.