

THINKQUIX

In french: PAFLEMIX

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PLAY WITH: The deck of 100 cards (setting the help cards aside).

***FIRST** read the Toutilix basic principles!

OBJECT: Quickly get rid of your cards while creating a memorable story!

SET UP: Shuffle the deck. Each player is dealt 5 cards and looks at them. The rest form a draw pile, face down, far from the middle of the table.

HOW TO PLAY: The youngest player quickly flips over the top card from the draw pile, facing toward the others so everyone can see it at the same time, and places it in the middle of the table. If the first card is a **firecracker**, slip it under the draw pile and turn over another card. Quickly say the first word of a **sentence** that starts with the letter on this card.

For example: **F** "Fred"

Then the fastest person adds to the sentence with one of their cards. They place their card **on top of** the first one and say their word.

For example: **A** "and"

At any time, players can play cards one at a time **on top of each other** by saying a word. A pile forms little by little.

For example: **V** "Virginia" **W** "went"

Firecracker: As soon as one is played, each player must immediately hand all their cards to the player to their left!

Star: Functions as a period to complete a sentence. Another sentence begins immediately to keep the story going.

Can't think of a word? Draw a card to get another idea.

The first player to use all their cards picks up the pile of face-up cards.

These cards count as points (one for each card), **as long as** the player can remember the words!

The player must turn over the pile of cards they have won face down, and slowly tell the story one word at a time, naming each word **before** they flip over the corresponding card. Another player can challenge them if they think the word is wrong and suggest another word **BEFORE** the next card is turned over. The one who is **right about the word** wins the card.

If no one can remember the word, the card is slipped under the draw pile, and the player keeps flipping over the cards until the end of the story. End of the first hand.

ALL the other cards are shuffled (except the cards that have been won), and 5 new cards are dealt out to each player. A new story begins!

Play continues as long as there are enough cards to deal 5 to each player.

THE WINNER is the one with the most cards.