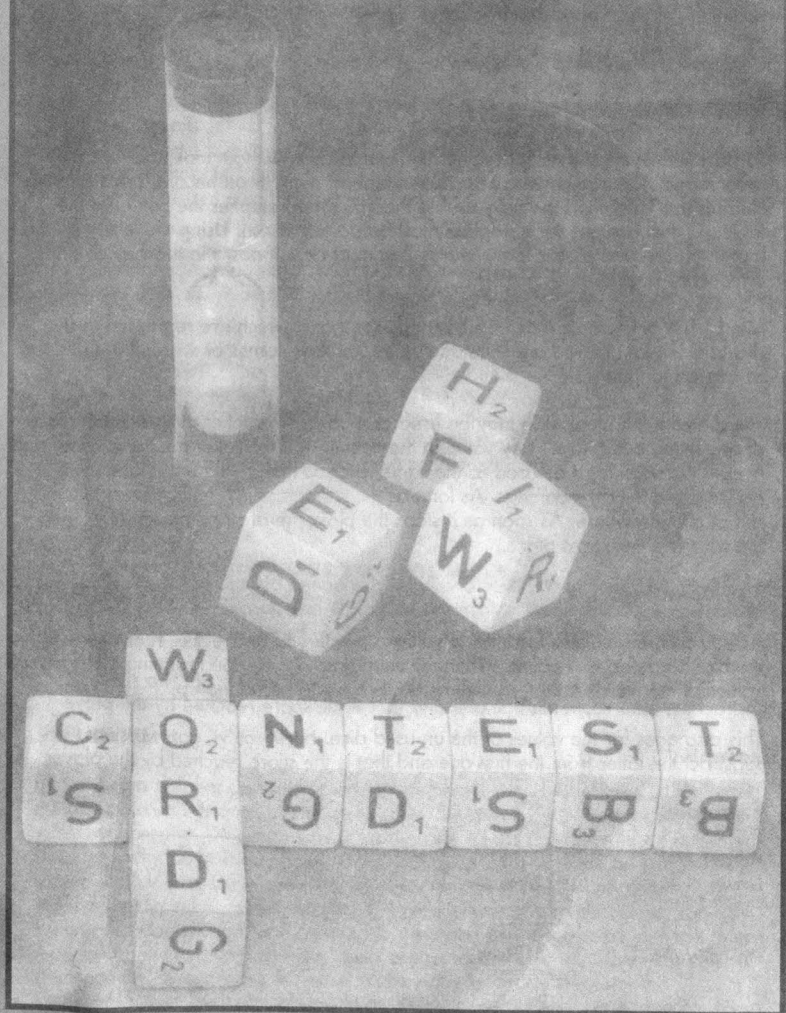


# LETTER-MIX



® RULES OF THE GAME ™ SPELREGELS ® SPIELANLEITUNG  
® REGLES DU JEU ET INSTRUCTIONS

**Ⓢ LETTER-MIX**  
**THE FASCINATING FAMILY-GAME OF WORDS.**

Letter-mix may be played individually, in groups or in pairs.

Contents: a dice-box, 13 dice and a sandglass.

**RULES OF THE GAME:**

To start with every player takes one die from the box without looking at them beforehand. The player, who has got the highest number on his die, starts playing. He puts the 13 dice in the box, shakes them well and empties the box onto the table. At this moment the sandglass must be started to run. Using the letters on the top of the dice the player forms words that must be put down in the way of a cross-word puzzle.

Mind ! The only words that may be used, are those, which are registered in a dictionary. Not allowed are selfmade words, proper names or words from dialects or foreign languages.

The die with the blank side may be used as a Joker. The Joker may take the place of any letter, but it hasn't any value in the counting. If the Joker has been used, and is used again, it must be used as the same letter as the first time i.e. one Joker can't have different meanings. As long as the sandglass is running, every die may still be put elsewhere. As soon as it stops the player must stop immediately. Then the counting must take place.

**The Counting:**

As you can see, next to the letter a value is mentioned on the die. The Joker with the blank side doesn't count. When the sandglass has stopped running the separate values of the words across as well as down have to be added up.

This also goes for the values of the un-used dice. Now you've got two sums, subtract the latter from the first one and that is the score reached by the player.

**Example:**

Across	: 13 pts.
Down	: 12 pts. +
	-----
	25 pts.
Un-used die	: 1 pts
	-----
	24 pts.
	=====

Mind! Letters used across as well as down should be counted twice. After the first player has figured out and written down his score, it is the turn of the player sitting at his left.

Before the game starts the players must agree upon a certain number of rounds (i.e. 3 or 4). After the fixed number of rounds has been played the player with the highest score is the winner.

It is possible to restrict the playtime (i.e. 2 hours) or to agree upon a score that has to be reached (i.e. 200 pts.). When a player reaches this fixed score, the round still has to be finished in order to give everybody equal chances. In case more than one player reaches the fixed score in that last round, winner is the one with the highest score.

If more than 6 players are taking part it is useful to play in pairs. Partners can advise one another when it's their turn and so both of them keep being involved.

Apart from these ways of playing LETTER-MIX it also is an exciting and interesting game-to play on your own. After one single throw the player at once sees the score he can get.

By playing it often his vocabulary will grow, and the chance to win, when he plays the game with other people, becomes bigger and bigger.

For youngsters, who like playing LETTER-MIX as much as adults do, it may be useful to simplify the rules of the game. In that case the rule may be left out to have to put the words down in the shape of a crossword-puzzle. Winner is the player who has managed to form most words. A player who is very good at it, may be given a small reward.

**Ⓝ LETTER-MIX**  
**HET FASCINERENDE WOORDENSPEL VOOR**  
**DE HELE FAMILIE.**

Letter-mix kan individueel, in groepen of met partners gespeeld worden.

Inhoud: Een spel met 13 dobbelstenen, speelbeker en zandloper.

**SPELREGEL:**

Bij het begin van het spel neemt iedere deelnemer een dobbelsteen uit de beker, zonder deze van tevoren gezien te hebben. De speler die het hoogste getal op zijn steen heeft begint. De eerste speler legt nu alle 13 dobbelstenen in de beker, schudt deze en ledigt de beker op tafel. Vanaf dat ogenblik moet men de zandloper laten lopen. Met de letters die aan de bovenkant van de dobbelstenen staan, moet de speler nu woorden vormen, die gelegd worden op de manier zoals in kruiswoordraadsels gebeurt. Slechts die woorden zijn toegestaan, die ook in een woordenboek te vinden zijn, dus geen zelfgemaakte woorden. Evenmin zijn eigennamen, afkortingen, dialecten of vreemde woorden toegestaan. Een dobbelsteen heeft een blanco-kant, die als Joker gebruikt kan worden. De

