

Word Souffle 1-infinte players

To print and play this you will need

8 d6s, one of which is a different colour to the rest (or a Boggle® or equivalent set, see notes)

A sheet of letter stickers

One sheet of paper per person, plus one for scoring.

An opaque bag capable of holding all 8 dice

Set up

Attach the following letters to the dice

Odd colour dice: A, E, I, O, U (nothing to the last face)

Nomral dice: W, A, M, P, S, V

J, Q, Z, X, S, E

F, D, K, G, N, U

K, R, W, B, Y, G

M, R, T, E, N, P

C, H, D, L, I, B

O, L, B, N, T, S

Multiplayer game rules

1. Leave out the odd colour dice, put the rest in the bag. Mix them thoroughly
2. At random, take out two other dice and roll them with the odd coloured dice
3. Everyone then writes these three letters down following these rules
 - a. You may either create a word or build towards a word when you write letters. For example, LIQ is clearly not a word, but may be written as a step towards ALIQUOT.
 - b. You may only add letters to the beginning and/or end of a pre-existing word or chain of letters. For example, if the word TO is on the board, you may add an N to the front or the back, creating NTO or TON, but not an R in between, creating TRO.
 - c. If you cannot build onto a word, you may start a new line with any or all of the letters rolled. You may start multiple new lines if desired/necessary.
 - d. Any chain of letters created, unless it is already a word, must be able to be built on legally by the previous rules. For instance, you may not add CC to Z, creating ZCC towards ZUCCHINI.
 - e. The blank dice face of the odd-coloured dice is a wild and may be used for any letter.
4. If you create a word during or at the end of your turn, announce what the word is to the group. This may result in you calling out multiple words in one turn.
5. At the end of your turn, pass your sheet clockwise. Your received sheet is your sheet for the next round.
 - a. You may challenge any sequence of letters at this time. The previous player who had the sheet must nominate a word that can be spelt with that sequence in that order.

This can be checked by the challenger using a mutually agreed upon dictionary. If the challenge is successful, that line is crossed out and no longer in play.

6. Points are awarded or removed as follows
 - a. You lose 2 points whenever you start a new line
 - b. You gain 2 points whenever you announce a completed word
 - c. You gain 3 points whenever you announce a completed word of 5 letters or more
 - d. You lose 1 point for an unsuccessful challenge
 - e. You lose 5 points if you are challenged successfully
7. Return the same coloured dice to the bag and mix them around. Restart the next round from step 2
8. The game ends when at the end of a turn, at least one player has five completed words on their sheet. The person with the highest score wins

Notes

- Foreign, hyphenated, abbreviated, fictional, proper nouns or completely made up words are not allowed.
- Scores can go negative
- If you do not wish to stick stickers on dice, you can get a fairly close mock-up of this game by using, for example a Boggle® set. If you wish to do this, we recommend drawing three dice from the bag each turn (ignore the requirements for a unique dice), and not replacing them until three dice can no longer be drawn from the bag.

Single player rules

As for the multiplayer, compete for high score without passing your paper.