

# SYL-LA-BLES

*The Game that Encourages You to Think Big!*

## The Story

The object of the game is to come up with the longest and most difficult words beginning with the letter on the spaces you land on. The longer the words, the more points you score. First person to achieve the set amount of points (decided before the game starts) is the winner.

## The Market

Syl-la-bles is a game for all ages, as the difficulty of the words is up to each individual playing the game. Kids can choose words, like "cat" or "catch", while an adult landing on the same square may choose something like "corporation". Syl-la-bles encourages players to be creative and think big!

## The Game

Each player will roll a die. The player with the highest roll goes first. From there the turns go clockwise. Player 1 rolls the dice and moves the amount of spaces equal to the sum of the dice. The player will most likely land on a letter square and will choose a word that begins with that letter and then spell it correctly on a piece of paper. The words cannot be proper names, or places.

For example, if a player rolls the dice and lands on the letter W, the player may choose a word such as "wonderful". Every letter has a point value, so the word "wonderful" would score the player 40 points for the letters W, and F, 30 points for D, 20 points for the letter N, U, and L, and 10 points for the letters O,E, and R. The player also scores 50 points for every syllable the word has in it. Therefore, the word "wonderful" scores 350 points.

If the opponents agree on the spelling, the player gets the points for the word. If the opponents disagree on the spelling of the word, they can challenge the word by checking the dictionary. If it is spelled incorrectly then no points are given. To limit the amount of challenges used in a game, players may wish to implement a 250 point penalty to the person requesting the challenge IF the word is spelt correctly.

Correct words can only be used once per game. An optional 60-second timer is included for those players who wish to challenge themselves and limit the time players have to create their words. If the players are up for a real challenge, they may want to make mis-spelled words score negative the amount it would have totaled if spelled properly. This will bring an entire new level of strategy into the game.

## Thesaurus:

When a player lands on the thesaurus square, the player must give another word with the same meaning (synonym) for the word on the card. The answers are on the back (only one guess is allowed). If a player matches a word with one of the answers on the back, the player is awarded 500 points. There are 2 words on each card, one green and one black. Black is advanced and green is beginner. Before the game begins, each player can decide which colour they want to play with.

## Spelling Bee:

When a player lands on the spelling bee square, the opponent will pick up the card and ask the player to spell the word on the card correctly. Correct answers receive 500 points (only one guess is allowed). There are 2 words on each card, one green and one black. Black is advanced and green is beginner.

## Duration of game:

Players can agree on any amount of points they like for the winning score. Players may wish to establish different winning point totals, based on their skill level. For example, if a child is playing with an adult, the child may only need 5,000 points for a win, and the adult 10,000. This allows for different skill levels to play at the same time, as each player will have different scores to achieve for the win. Players may also choose to set a time limit for the game. The player with the most points at the end of the set time is the winner.

## The Winner:

The player that reaches the agreed upon points first is the winner.

## Components

- 1 game board
- 8 playing pieces
- A pair of dice
- 1 60-second timer
- 100 thesaurus cards
- 100 spelling bee cards

Paper and pens are required, and a dictionary is recommended.

## Points

A - 10	H - 30	O - 10	V - 50
B - 40	I - 10	P - 30	W - 40
C - 20	J - 50	Q - 50	X - 50
D - 30	K - 40	R - 10	Y - 40
E - 10	L - 20	S - 20	Z - 50
F - 40	M - 30	T - 10	
G - 30	N - 20	U - 20	

**We would appreciate your feedback/comments on Syl-la-bles.**

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