

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

Syllables 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". Syllables are taught to kids in most education systems in North America, so you have a guaranteed audience. The game also appeals to males and females equally.

The Game

Each player will roll a die. The player with the highest roll goes first. From there the turns go clockwise. Once Player 1 rolls the dice, he must move the amount of spaces equal to the dice. The player will most likely land on a letter square and the player 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 for the word "Wonderful" the player would score 30 points for the letters W and F and 10 points for the letters O,N,D,E,R,L and 20 points for the letter U. The player also scores 50 points for every syllable the word has in it. The word "Wonderful" scores 290 points.

If the opponents agree on the spelling then the player gets the points for the word, otherwise you can challenge the word by checking the dictionary. If it is spelled incorrectly then no points are given.

Correct words can only be used once per game.

Thesaurus:

When a player lands on the thesaurus square, the *player* must give another word with the same meaning for the word on top of the card. The answers are on the back. 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 answer receives 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.

Duration of game:

The players can agree on any amount of points they like. 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 needs 10,000. This will make the game more competitive, and balanced as different skill levels can play at the same time as each player will have different scores to achieve for the win.

The Winner:

The player that reaches the agreed upon points first is the winner. Ex: First player to reach 5000 points.

Components

- 1 board
- 6 playing pieces
- A pair of dice
- 100 thesaurus cards
- 100 spelling bee cards

Paper, pens and a dictionary are required.

Points

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

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

Feel free to email us at
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