

SAI DOV'E'?

game of memory and words for two or more players

EQUIPMENT: 1 boards of 7x7
49 letter-pieces
1 bag for the pieces
The rules of the game

DRAW

The game is started by the player who picks out the lowest letter of the alphabet and is continued by the person near him in a clockwise order. The jolly comes before the A.

PREPARATION

Before starting the game, place the 49 pieces with the letters face down so that the layout of the letters is hidden. Before the first move of the first player, every player, can look at 3 pieces on the board and not show the letters to the other players.

THE GAME

The player turns over one piece after the other and tries to form a word of at least four letters in the order in which each letter is uncovered. If he succeeds, he takes the pieces off the board, assigns a score and keeps uncovering another time. If he doesn't succeed he puts the pieces another time face down. When no more words can be formed the game ends and the winner is the player with the higher score.

The scores are assigned according to the following table:

- a four-letter words : 2 points
- a word with more than four letters : 2 points + 1 points for every letter over the fourth

Obviously the winner is the person able to remember the position of the letters uncovered before: consequently it is absolutely forbidden to take notes.

The words permitted in the game are those that can be found in a dictionary (included all the genders, forms, inflections, etc.).