

# WIBBELL

*The fastest wordgame in the West!*

**10-40 minutes**

**3-7 players**

Place the deck face-down between everyone.

Turn 2 cards face-up.

Everyone races to shout a word containing at least one letter from each card. The first player to do so takes either card, places it face-up in front of themselves, and flips another card to start the next turn.

In future turns, players need to shout out words containing at least one letter from each of the 2 central cards AND every face-up card in front of themselves.

[diagram - speech bubbles with folk shouting things for the 2 cards in centre/cards in front of them]

When someone takes their 4th card, they take both cards from the centre. Then, everyone flips their cards face-down, placing them into a personal scoring pile.

You then start a new round simply by flipping over 2 new cards.

Whomever takes the last card of the game takes both cards.

Count all your cards - the person with the most is the winner!

# WIBBELL VARIANTS

## ROUND HANDICAPS

For a harder game, when someone takes their 4th card, place their 'bonus card' face-up in a 'handicap row'.

This 'handicap row' is never flipped face-down, but will still count as points at the end of the game.

## PLAYER HANDICAPS

If one player is clearly better at Wibbell, they can start with a random card in their 'handicap row'. This WON'T count as a point at the game end.

[diagram - layout of cards with a handicap row]

## WIBBELL FAQs

*Are all words allowed?*

No proper nouns, words already used to take cards this game, nor derivatives of those words.

*What if players shout simultaneously?*

The shortest word wins the card. If the words are the same length, the first, alphabetically, wins. If the words are identical, you take one card each and flip two more.

*If many of my cards have the same letter on them, is it easier?*

No. If you want to use (e.g.) an 'A' on multiple cards, the word needs to contain an 'A' for every card.

*What if I shout something 'wrong'?*

If you make a mistake, you can no longer win the current card. If only one player is competing for a card, they collect it automatically.