

# WIBBELL

*The fastest word-game in the West!*

**10-15 minutes**      **2-7 players**

## Overview

Players race to shout out words that use at least one letter from each central card AND one letter from each card in front of themselves. As the game goes on and you collect more cards, it will get harder and harder! Whoever collects the most cards wins the game.

## Setup

Place the deck face-down between everyone. *You don't need to shuffle, but feel free.*

If playing with only 2 players, remove half the deck (24 random cards). *Put them back into the box.*  
If playing with only 3 players, remove 12 random cards. *With 4 or more players, use the entire deck.*

## Start the Round

Turn 2 cards face-up.

Everyone races to shout a word containing at least one letter from each card. *Use any additional letters you wish. The letters on the cards are NOT a restriction on what you can use, but a requirement to be met.*

The first player to do so takes either card (*they choose*), places it face-up in front of themselves, and then 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.

[deck] [NZ] [IQ]

[SG][SH]

*Example: Micol has 2 cards in front of herself. She could shout, "hints", "mission" or "kissing". "Sin" would be invalid.*

## Valid Words

You may not use any proper nouns. *No names of places, people or companies.*

Also, you can't shout words already used to take cards this game, nor derivatives of those words. *E.g. If someone already used 'explore' to take a card, you can't say 'exploring' or 'exploratory'. If you already said a word but didn't win a card with it, you can repeat the word.*

## Ending the Round

When someone takes their 3rd card of the round, they take both cards from the centre. They choose any one of their 4 cards to keep as a **permanent handicap!**

Then, everyone flips their other cards face-down. *You no longer have to use those cards within your words.*

*NOTE: You need to win 3 cards within a single round to end the round (and get a permanent handicap). Permanent handicaps don't count as one of the '3 cards won'. If the same player wins a 2nd round, they take a 2nd permanent handicap. Someone who keeps winning rounds will get more and more permanent handicaps.*

**Permanent handicaps** are **never** flipped face-down, but still count as points at the end of the game. *If you keep your facedown cards side-ways, and place your permanent handicaps on top, you can more easily distinguish between permanent handicaps and cards you won this round. See illustration above.*

## Start a new round

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

Play as before.

## Ending/scoring the Game

Keep playing until the deck runs out. Whomever wins the last turn of the game takes the final card. *If the round is reset when only 1 card is in the deck, the round winner takes the final card.*

Count all your cards - whoever has the most is the winner! *There can be multiple winners.*

*Congratulations are in order!*

Precise rules on timing, mistakes and answers to frequently asked questions can be seen overleaf.

## FAQs/CLARIFICATIONS

*When multiple people shout a word:*

Whoever FINISHES saying the word first takes a card. If you can't decide who finished first, the shortest word wins. If the words are the same length, the first - alphabetically - wins. If the words are identical, put the 2 central cards underneath the deck and redeal.

*If someone shouts 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.

*If many of my cards have the same letter on them:*

If you want to use (e.g.) an 'A' on multiple cards, the word needs to contain an 'A' for each card.

*Can I shout something after someone else?*

When someone else shouts, you can still shout, or keep thinking if you're not 100% sure that the other person's word is 'correct'. After you've shouted your own word, you can check the earlier words.

*Do I take a card straight away?*

When you shout a word, double-check and wait for someone else to agree that it's valid before you take your card.

*What is a word?*

If unsure, look it up online (perhaps you have a smartphone?) on any agreed dictionary. David Brain suggests Collin's Dictionary if you're speaking British English, like wot we are. If you don't have access to the internet, consult a local dictionary. If there is no dictionary in your room, just try to come to a consensus without killing each other.

## OPTIONAL: PLAYER HANDICAPS

If someone consistently wins, start them with one or even 2 permanent handicaps! These will NOT count as points at the end of the game.

## OPTIONAL: SIMPLE MODE

End each round when someone wins their 4th card. Take the 5th card as a bonus but do not keep it as a permanent handicap. This will make the game generally faster as a whole.

For an even simpler game, end rounds as normal (end when a 3rd card is taken, and the 4th card is taken as a bonus) but do not use permanent handicaps.

## AS A LEARNING AID

The game is very useful for helping expand the vocabulary and recall of words. For ESL students, perhaps ask them to define each word after shouting it. To make it more of a shared learning activity and allow everyone more opportunities to participate, perhaps the previous winner of a round cannot win the current round.

## CREDITS/HISTORY

Gil Hova made Prolix. I (Bez) inspired by that game, designed this in January 2015. Originally, getting to 5 cards won you the game. It was enjoyed but was too short and unsatisfying.

I decided to just try playing multiple rounds until the end of the deck. That worked well enough. Permanent handicaps were then added, but were originally just a variant.

Many helped playtest, including Rob Harris, Fabio Lopiano, David Brain and Ben Neumann. Massive thanks to everyone who helped out.

After the 1st edition deck was released, I observed hundreds more games at conventions and wanted to try ending after a 3rd card is taken, rather than after the 4th card. This meant that winning a round was now far better, as you get a permanent handicap but have won double the points! Each round's difficulty increases less, but the catchup element over the entire game is greater.

These rules were blind-tested by Doruk, Ruth, Hywwl, Michele, Phil, Ding, and various others at Waterloo. Phil made some wonderful suggestions regarding layout.

These rules were proof-read by John Brieger, \_\_\_  
forname Surname and forame Surname\_.

## MAYBE TRY...

**Wobbell.** A game created by James \_\_\_\_\_, as a 'sequel' to **Wibbell**. **Wobbell** involves a lot more chaos, as you steal cards from other players, giving you more and more handicaps until you end the round.

**Wobbell** is available at:  
[stuffbybez.com/wibbell/](http://stuffbybez.com/wibbell/)