

ADDITIONAL NOTES

Challenging a player's word

When you spell a word, any or all of the other players can challenge the word. You can then agree that the word is not valid, in which case there is no further penalty and you can try one more time to spell a word.

If you insist that the word is valid and accept the challenge, consult the dictionary chosen during setup.

Plurals and conjugations are **valid**, as are words that would normally be spelled with an accent (such as sauté).

Acronyms (words normally spelled with all capital letters, like NORAD) and proper nouns (names of people and places, like Marvin and Scotland) **are not valid**. Words that require an apostrophe (such as don't) are also not valid.

The player(s) who won the challenge should make a mark in the Bonus Points section of their score sheets – each mark is worth a point at the end of the game. The losing player(s) each gain a Penalty card.

If the word was found invalid, you can try again to spell a word. You may play new cards from hand (but do not resolve Action effects). This second attempt can also be challenged - if determined to be found invalid, you do not get a third chance.

If you do not spell a valid word on your turn, you must still buy a 0-cost card.

Note - if you gain a Penalty card in a challenge over a 'last word', you may not use that card in your own 'last word'.

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Returning cards:

Six cards (B, C, R, F, X and Y) allow you to 'return' cards when resolved. If you return a core card (AT, ES, IOU or ?), place it face-up on the matching stack. If you return a pool card, place it face-up in the pool returns pile.

If you return a Special Penalty, remove it from the game.

Running out of Penalty cards:

The Attack cards (M, V and Z) or a lost challenge cause players to gain Penalty cards. In clockwise order from the active player, each affected player gains a Penalty, placing it in their discard pile. If the Penalty stack runs out, players no longer gain Penalties.

First turn words:

On your first turn, you are guaranteed to be able to spell a word using all of your cards – OUTSET.

A longer or shorter game:

For a quick game, play until any player has banked five words rather than seven, then score the best three. We especially recommend this when playing with five players (though you can also support larger numbers of players by combining two sets of Dexikon). For a longer game, play to eight words and score the best six.

You can also play to eight and score the best five - this encourages a longer game by giving an advantage to players who wait longer before beginning to bank words.

You can download score sheets with space for eight words from www.eग्रules.com

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SOLO PLAY

To play a single-player game of Dexikon, set up the game as usual, but shuffle ten Penalties into the pool deck after revealing the six cards in the starting pool. Put the rest of the Penalty cards back in the box. Then play as normal, with the following additional rules:

- You can no longer choose to refresh the pool.
- At the end of each turn, before drawing a new hand, return all but one (your choice) of the pool cards, then refresh to six cards.
- After drawing your new hand, check to see whether there are any Penalties in the pool. If there are, you immediately gain them - unless you hold an L card, in which case the Penalties are placed in the Penalty stack.
- Whenever you play an Attack card, take a Penalty from the Penalty stack and place it to one side. Note that the Penalty stack begins the game empty.
- When the pool deck is empty at the start of a turn, that turn will be the final turn.
- Play a last word and add up points as usual, then add a bonus point for every Penalty placed to the side using Attack cards.

CREDITS

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A deck-building word game by Andrew Rowse
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GAMEPLAY

TAKING A TURN

Each turn is broken into six phases:

1. Play cards:

Play any or all of the cards in your hand onto the table. Each Action (blue) card has an effect that you can resolve once, in whatever order you choose.

2. Declare your word:

Arrange the cards that you've played so that they spell a word, and tell everybody what that word is. ? cards count as any letter, and the AT, ES and IOU cards count as whichever one of the printed letters you like. If you have any cards in your hand that you can't use in the word, just put them back into your hand.

Note - if you think that a player's word is misspelled, see 'Challenging a player's word' in the Additional Notes section on page 6.

3. Resolve Attack cards:

Attack (orange) cards only resolve if part of a valid word, and they are resolved in order from left to right.

4. Refresh the pool (optional):

Once per turn, before using your points, you may take all the cards in the pool and place them face-up in the pool returns pile. Then refill the pool with cards from the pool stack.

5. Use your points and buy at least one card:

Count up the Points Values to find the total value of your word. If you have no cards left in your hand, add 1 bonus point. Then decide whether to **SPEND** or **BANK** your points:

SPEND: Use the full value of your word to buy new cards.

BANK: Write down the word and its value on your score sheet. You then get half that many points (rounded down) to buy new cards.

After making your choice, you then buy any number of letter cards from the middle of the table for their points cost, placing them into your discard pile. **You must buy at least one card**, and you may not buy more than one core (0 cost) card.

IMPORTANT!

*Once you BANK a word and record it on the score sheet, **nobody can spell that word again in this game.***

*SPENT words are not recorded, so the game has no 'memory' of them - so they **can** be spelled again later.*

6. Cleanup:

• Resolve any Cleanup (green) cards. If instructed to draw extra cards, take note of the total number of extras.

• Discard all the cards you played this turn, as well as all the cards left in your hand, then draw six new cards (plus any extra cards from Cleanup effects). If you need to draw more cards than you have in the deck, draw what you can, then shuffle your discard pile to form a new draw deck, then draw the remainder.

• If there are fewer than six cards in the pool, deal new cards from the top of the pool stack until the pool has six cards again. If you run out of cards in the pool stack, shuffle the pool returns pile to create a new stack.

FINISHING THE GAME

Before the player who went first takes his or her turn, check the score sheets to see whether any player has banked seven or more words. If somebody has, the first player's turn does not begin – the game is over.

BUT WAIT - GETTING THE LAST WORD

All players now get one more chance to spell a word. You may look through all of your cards (hand, deck and discard) and use them to spell any word you like. Ignore any text on the cards – only the points value counts. Your 'last word' can be the same as somebody else's, or even a word that was spelled and banked during the game.

After spelling your 'last word', you may resolve the 'End of the game' effect on any **B** cards in your deck. These allow you to return two cards (normally Penalties) that were not used in your 'last word'.

SCORING

Add together the values of the five highest scoring words that you banked during the game, plus the value of your 'last word'. Add any bonus points: 1 for each successful challenge (see page 6), 1 or 2 for each N or P card in your deck. Finally, subtract two points for each Penalty card (including Special Penalties) to calculate your final score. Note that you lose points for each Penalty whether or not you use it in your 'last word'.

The player with the most points is the winner. If there is a tie, the winner is the player who has the highest value word recorded on the score sheet (including 'last word'). If there is still a tie, check the next highest value word, and so on.

NAME	Points	Final
Barbara		53
1 Catch	5	
2 Counts	6	
3 Catfish	9	
4 Finch	5	
5 Gifted	8	
6 Franking	11	
7 Canning	7	
SUBTOTAL (best 5 words)	41	
Last Word Counterfeiting	15	
Bonus Points HHH +2	7	
Penalties 5 x -2	-10	
TOTAL		53

At the end of the game, Barbara adds together the points from her five top-scoring words...

Plus the points from her last word...

She won five challenges during the game, and she finished with two N cards, so scores a total of 7 bonus points...

With five Penalty cards, she loses 10 points...

For a grand total of 53!