

*Ennio Peres*

## Verba Volant

a fast word game for 2 or more players

### Equipment

55 letter-tiles, one of these a joker-tile.

### Preparations

Mix the tiles face down on the table. Select 36 and arrange them in a 6 x 6 square. Remaining 19 are put aside face down as stock.

### Play

- \* Each player peeks secretly under 3 of the tiles on the table.
- \* A starting player is chosen by lot.
- \* Throughout the game, the player whose turn it is must turn up **at least 4 tiles**. He may turn up more if he wishes.
- \* If he is able to form a valid word using **all** the tiles he turned up, he removes them from the square and lines them up in front of him. He then replaces the missing tiles from stock and the turn passes to the next player. (Continue play without replacing tiles once stock is depleted.)
- \* If he is **not** able to form a word with the tiles he turned up, he must turn them all face down again and the turn passes to the next player.
- \* Valid are all dictionary words in whatever grammatical form.
- \* The *Qu* -tile counts as 2 letters and the joker-tile can stand in lieu of any letter.
- \* Play continues until all the tiles have been used or until it is obvious that no further words can be formed with the remaining tiles.

### Scoring

4-letter words are worth 1 point. Longer words are worth 1 point plus 1 additional point for each additional letter. (5-letter words 2 pts, 6-letter words 3 pts, etc.)

**Player with most points at the end is the winner.**

### Variants

1. To make the game more complex and challenging: the letter-tiles forming the word must be turned up in the proper order.

*Ex. to form the word LIVE you must first turn up L, then I, then V, then E.*

2. Anagrams. If the letters forming a word can be rearranged to form different words, each rearrangement is tallied separately.

*Ex. L,I,V, E can count as LIVE, EVIL, VILE and VEIL - 4 pts.*