



**Use more than letters
Say more than words**

Proper English, spelling & grammar are not needed. Phonetic, literal, symbolic & numeric use encouraged.

Form - Words, names, slang, phrases, sentences, whatever makes sense before your times up. (many ways to play)

Other players are the judge...so make sure you can explain your play.

Bonus Round scores 2x higher!

4 play (2+ players)

- choose winning score (200-500)
- divide tylz evenly (put remaining in bag)
- u can flip 1 or more before timer starts (no peeking)★
- set timer for 2 min.
- when ready (:15 sec max) start timer and play whatever u can that makes sense ■
- times up -- if un-played tylz remain:
 - any player can grab Bonus Block for chance to gain more points*
 - And/Or (if none remain) Players decide which Plays are accepted** If not accepted, no pnts are scored, all tylz go back in bag and Play resumes to the left.
 - Scores are tallied***
 - All tylz are put back in pouch and play resumes till winning score is reached

Many Meanings

plane - plain - fly - flies - flew - flu - trip - travel - aero - arrow - jet - flight - avion



Mile High Club

Orgie 2+ players - the more the better

- set winning Game score (200-500)
- set turn time , under 1 min per turn(suggested)
- Place 1 starting tylz on the playing surface
- Divide the rest evenly(remaining go in bag)
- Choose 1st Player - flyp tylz now if u wish
- 1st Player rolls Bonus Block & plays or not, 1 tylz on the starting tylz, to say anything that makes sense. ALL players must agree to what is being said or no pnts are tallied and the player takes back the tylz.
 - if TOSS - pick up all your tylz, toss them and play 1 on starting tylz
 - if AS IS - as they are, play 1 as above
 - if PASS- you cannot play - any other Player can grab BB and roll to see if they can play
- Once a Player has played a tylz, play moves to the player to the left of that Player & cont.
- Round ends with the 1st Player to use all their tylz - they get 10 extra Bonus pnts
- score 4pnts for each tylz played, (-1ea) for un-played

Talk 2 Me - sensual conversation - 2 players

- set winning Game score (200-500)
- set turn time , under 1 min per turn(suggested)
- decide 1st Player,take 10 tylz each - review & flyp if u wish
- 1st Player starts the Conversation, using as many tylz as they can to say one thing that makes sense in a sensual manner
- 4pnts per tylz played
- replenish tylz till Player has 10 again
- 2nd Player does as above
- mission is to create a conversation between the 2 Players



I'm Horny



See you in the shower



Seduce me please!



Nice tits



Bite Me!



You're Hot

★once flipped-play that side- no flip back-no peeking

■ play in an interconnected crossword manner- each direction stands alone in meaning - each direction can change the meaning of the tylz used

*When Bonus Block is grabbed, Bonus Player waits till the play/s is/are accepted or not & pnts tallied before rolling.

--- If PASS is rolled- any other player may grab for Bonus Play.

---- If TOSS - pick up all un-played tylz and toss, play the exposed side on the existing play.

--- If AS IS - player must play the tylz as they are on the existing play. BONUS RND time is 1 min.

Play continues until - no one grabs the Block, all tylz have been played or high score has been reached.

** Only one other Player has to understand what you have said to have play accepted.

*** 2pnts for each tylz properly played, -1 for any un-played tylz, Bonus Rnd scores 4pnts for ea and (-1) for ea un-played