

# LETRAPLAY

2 players

# LETRAPLAY

## Rules of the game (2 players)

LETRAPLAY is an educational letter game, creative and very strategic which consists in finding hidden words.

### THE GAME

1. A grid sheet corresponding to the opponent you have to face, called SEARCH. This grid has 10 columns numbered alphabetically (A-J) and 10 rows numbered (1-10) (**figure 1**).

2. A sheet consisting in a grid called MY GAME of 10 columns numbered alphabetically (A-J) and 10 rows numbered (1-10) where we shall place our words, plus a reminder of the correct disposition of the words and the list of the vowels and the 4 groups of consonants (**figure 2**).

3. Each player must place in the sheet named MY GAME 5 hidden words plus 2 letters called TRAP LETTERS (for example B and C - **squares B9 and D4**) which will serve to mislead or confuse the other participant that might think he is in the presence of a word what would make him loose turns and time (**figure 3**).

4. From 5 words chosen one may consist of 3 letters, the other 4 must contain at least 4 letters.

5. The following types of words can not be used:

- Words that are not in the dictionary.
- Proper nouns.
- Any other way than verbal infinitive as participles, gerunds and so on.
- Pronouns.
- Words referring to a brand as: Kleenex ®, Ford ®, Perrier ® etc.
- Words separated by a hyphen such as lock-out, be-bop and so on.
- Abbreviations or acronyms as: AIDS, UFO, etc.
- Interjections or exclamations: hurrah! etc.
- Words denoting onomatopoeic sounds like: wow, bang and so on.

6. Each of the letters that make up a word will occupy a square and it will never be able to have two words or two letters trap stuck to each other. It is necessary to leave a space of a square around the words (**figure 4**).

7. The direction of words can be:

- Horizontal
- Vertical
- In L

The words always will be read from left to right and/or from top to bottom (**figures 5 and 6**).

8. Each square in the sheet named SEARCH consists of a row for vowels, 4 rows for different groups of consonants and a small vertical rectangle which will be crossed out when in it exists a hidden letter which has been found by a participant (**figure 7**), also a central square will remain with its corresponding coordinate that will serve to write the correct letter (**figure 8**).

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### Rules of the game (2 players)

9. Once each participant has placed the hidden words in the corresponding sheet MY GAME, he must assign a search sheet to his adversary which will serve him to control and find the words of the aforementioned adversary.

For choosing the player who will begin the game the two adversaries must throw the dice. He who obtains the highest number will win. In case of equality they have to begin again.

One of the participants will begin by asking his opponent for a square through alphanumeric coordinates (for example D3), so that if in that square exists a letter, the opponent (aforementioned) must give an affirmative answer.

The player who finds a letter has the right to continue asking if a vowel or a consonant exists in the square or asking for another square. If he succeeds once more he may:

- ask for the group of consonants that he believes the consonant belongs to
- name a consonant from the group of consonants already found
- or name a vowel
- or ask for another square

The player will continue thus until he fails, in consequence of which his opponent will ask a new question.

Very important: no player can say the hidden word before he has resolved all squares of this word otherwise the player will be eliminated. If a player commits an orthographic fault in a created word also he will be eliminated.

The winner of the game will be the participant who first guesses the 5 hidden words of his adversary.

### LEVELS OF THE GAME

The two types of games described so far correspond to LEVEL 1 and a second level (LEVEL 2) exists which differs from the first level in that the words can go in zigzag; the rest of the game is identical to that described above (**see figure 4**).

### SUMMARY

1 grid sheet: **SEARCH**

1 grid sheet: **MY GAME**

#### How many words and trap letters can be used:

- a) 5 words (four of 4 letters at least and one of 3 letters or more)
- b) 2 trap letters

#### Direction of the words:

- Horizontal
- Vertical
- In L

#### Levels of the game

- See figures 3 and 4.

## LETRAPLAY

### How it works with examples

Each time that a player obtains a **YES** to his questions he can continue asking.

Each time that a player obtains a **NO** he must give up his turn.

The player who begins to play will search first in which squares are the letters that form the words of his adversary. For that he must ask for example:

#### Is there a letter in D3?

- If the answer of the adversary is **NO**, the player will cross out the D3 square of his sheet SEARCH so as to keep a reminder of his search (**figure 7**) and after he will give up his turn to his opponent.

- If the answer of the adversary is **YES**, the player will cross out the small rectangle (**figure 10**) and after that he can go on asking for another square until he finds where the hidden word is in the grid sheet MY GAME of his opponent or the player must find out if the letter is a vowel or a consonant. He may ask one of these two questions:

is there a vowel in D3?

is there a consonant in D3?

#### Is there a vowel?

- If the answer is **NO**, the player will now that it is a consonant. In the D3 square of his sheet SEARCH he will cross out the vowels (mentioned in columns) to remind him that in this square the letter is a consonant (**figure 11**) and after that he will give up his turn to his opponent.

- If the answer is **YES**, the player will cross out the D3 square of the sheet SEARCH all the consonants (divided in 4 groups) (**figure 12**) to remind him that in this square the letter is a vowel and after that he will continue his search asking, according to the order he chooses, if the letter is the vowel A, E, I, O or U. At each negative answer he will give up his turn and he will recuperate it when his opponent finds himself with a **NO**.

#### Is there a consonant?

- If the answer is **NO**, the player will now that it is a vowel. In the D3 square of his sheet SEARCH he will cross out all the consonants (divided in 4 groups) (**figure 12**) to remind him that in this square the letter is a vowel and after that he will give up his turn to his opponent.

- If the answer is **YES**, the player will cross out the D3 square of the sheet SEARCH the vowels (mentioned in columns) to remind him that in this square the letter is a consonant (**figure 11**) and after that he will continue his search asking, according to the order he chooses, if the consonant belongs to the group of consonants 1, 2, 3 or 4, as for example:

#### in the D3 square does the consonant belongs to the group 3?

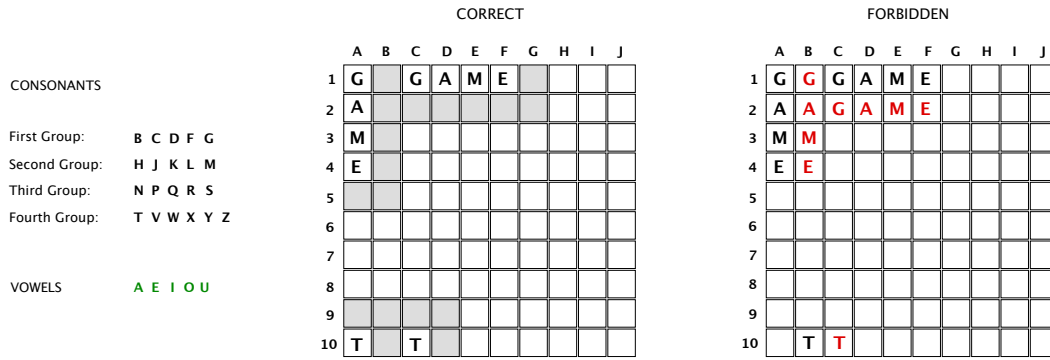
- If the answer is **NO**, the player will cross out the consonants N, P, Q, R, S (mentioned in a row) in the D3 square of the sheet SEARCH to remind him that in this square the letter does not belong to group 3 of the consonants (**figure 13**) and after that he will give up his turn to his opponent.

- If the answer is **YES**, the player will cross out the 3 remaining groups of consonants (**figure 14**) and he will now that the consonant is one of these letters: N, P, Q, R or S. To find out which of these letters is the correct one the player will ask, according to the order he chooses, for one of them until he finds it. Once he has founded it he must write it down in the D3 square (**figure 8**).

Finally, in **figure 15** we can observe what might be the sheet SEARCH of the finished game of **figure 3**.



FIGURE 2



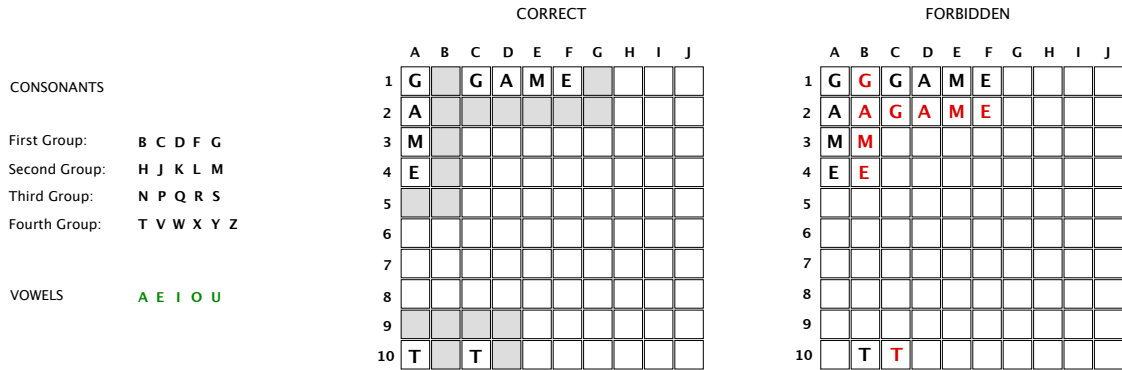
MY GAME

	A	B	C	D	E	F	G	H	I	J
1	A1	B1	C1	D1	E1	F1	G1	H1	I1	J1
2	A2	B2	C2	D2	E2	F2	G2	H2	I2	J2
3	A3	B3	C3	D3	E3	F3	G3	H3	I3	J3
4	A4	B4	C4	D4	E4	F4	G4	H4	I4	J4
5	A5	B5	C5	D5	E5	F5	G5	H5	I5	J5
6	A6	B6	C6	D6	E6	F6	G6	H6	I6	J6
7	A7	B7	C7	D7	E7	F7	G7	H7	I7	J7
8	A8	B8	C8	D8	E8	F8	G8	H8	I8	J8
9	A9	B9	C9	D9	E9	F9	G9	H9	I9	J9
10	A10	B10	C10	D10	E10	F10	G10	H10	I10	J10

FIGURE 2

**LETRAPLAY**

FIGURE 3



- CONSONANTS
- First Group: B C D F G  
 Second Group: H J K L M  
 Third Group: N P Q R S  
 Fourth Group: T V W X Y Z
- VOWELS: A E I O U

MY GAME

	A	B	C	D	E	F	G	H	I	J
1	A1	B1	C1	D1	E1	F1	G1	H1	I1	J1
2	A2	B2	C2	D2	E2	F2	G2	H2	I2	J2
3	A3	B3	C3	D3	E3	F3	G3	H3	I3	J3
4	A4	B4	C4	D4	E4	F4	G4	H4	I4	J4
5	A5	B5	C5	D5	E5	F5	G5	H5	I5	J5
6	A6	B6	C6	D6	E6	F6	G6	H6	I6	J6
7	A7	B7	C7	D7	E7	F7	G7	H7	I7	J7
8	A8	B8	C8	D8	E8	F8	G8	H8	I8	J8
9	A9	B9	C9	D9	E9	F9	G9	H9	I9	J9
10	A10	B10	C10	D10	E10	F10	G10	H10	I10	J10

FIGURE 3

**LETRAPLAY**

FIGURES 4 - 5 - 6

FIGURE 4

CORRECT

	A	B	C	D	E	F	G	H	I	J
1	G		G	A	M	E				
2	A									
3	M									
4	E									
5										
6										
7										
8										
9										
10	T		T							

FORBIDDEN

	A	B	C	D	E	F	G	H	I	J
1	G	G	G	A	M	E				
2	A	A	G	A	M	E				
3	M	M								
4	E	E								
5										
6										
7										
8										
9										
10		T	T							

FIGURE 4

FIGURE 5

LEVEL 1

	A	B	C	D	E	F	G	H	I	J
1	G		G	A	M	E				
2	A									
3	M		G	A	M					
4	E				E					
5			G							
6			A							
7			M	E						
8										
9										
10	T		T							

FIGURE 5

FIGURE 6

LEVEL 2

	A	B	C	D	E	F	G	H	I	J
1	G		G	A	M	E				
2	A									
3	M		G	A	M					
4	E				E				G	
5			G						A	M
6			A							E
7			M	E						
8							G	A		
9								M		
10	T		T					E		

FIGURE 6



# LETRAPLAY

FIGURES 7 - 8 - 9 - 10 - 11 - 12 - 13 - 14

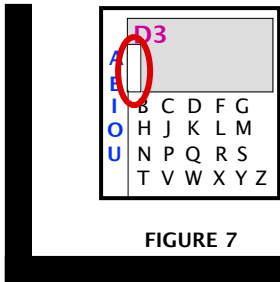


FIGURE 7

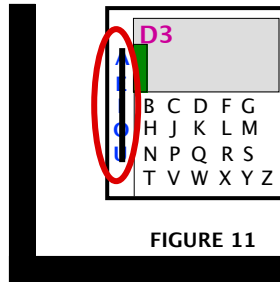


FIGURE 11

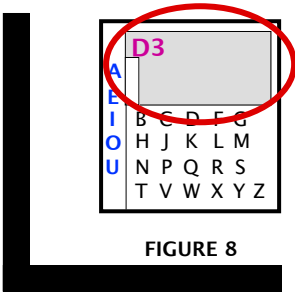


FIGURE 8

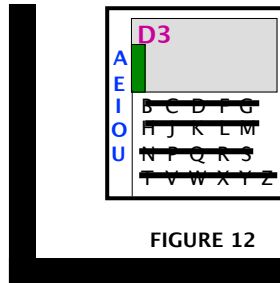


FIGURE 12

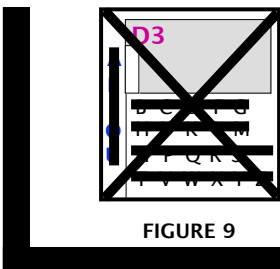


FIGURE 9

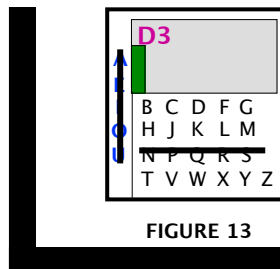


FIGURE 13

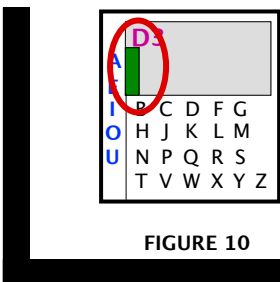


FIGURE 10

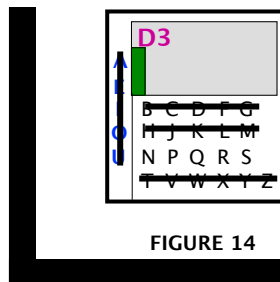


FIGURE 14

LETRAPLAY

FIGURE 15

SEARCH:

	A	B	C	D	E	F	G	H	I	J
1	A1 BCDFG HJKLM NPQRS TUVWXY	B1 BCDFG HJKLM NPQRS TUVWXY	C1 BCDFG HJKLM NPQRS TUVWXY	D1 BCDFG HJKLM NPQRS TUVWXY	E1 BCDFG HJKLM NPQRS TUVWXY	F1 BCDFG HJKLM NPQRS TUVWXY	G1 BCDFG HJKLM NPQRS TUVWXY	H1 BCDFG HJKLM NPQRS TUVWXY	I1 BCDFG HJKLM NPQRS TUVWXY	J1 BCDFG HJKLM NPQRS TUVWXY
2	A2 BCDFG HJKLM NPQRS TUVWXY	B2 BCDFG HJKLM NPQRS TUVWXY	C2 BCDFG HJKLM NPQRS TUVWXY	D2 BCDFG HJKLM NPQRS TUVWXY	E2 BCDFG HJKLM NPQRS TUVWXY	F2 BCDFG HJKLM NPQRS TUVWXY	G2 BCDFG HJKLM NPQRS TUVWXY	H2 BCDFG HJKLM NPQRS TUVWXY	I2 BCDFG HJKLM NPQRS TUVWXY	J2 BCDFG HJKLM NPQRS TUVWXY
3	A3 BCDFG HJKLM NPQRS TUVWXY	B3 BCDFG HJKLM NPQRS TUVWXY	C3 BCDFG HJKLM NPQRS TUVWXY	D3 BCDFG HJKLM NPQRS TUVWXY	E3 BCDFG HJKLM NPQRS TUVWXY	F3 BCDFG HJKLM NPQRS TUVWXY	G3 BCDFG HJKLM NPQRS TUVWXY	H3 BCDFG HJKLM NPQRS TUVWXY	I3 BCDFG HJKLM NPQRS TUVWXY	J3 BCDFG HJKLM NPQRS TUVWXY
4	A4 BCDFG HJKLM NPQRS TUVWXY	B4 BCDFG HJKLM NPQRS TUVWXY	C4 BCDFG HJKLM NPQRS TUVWXY	D4 BCDFG HJKLM NPQRS TUVWXY	E4 BCDFG HJKLM NPQRS TUVWXY	F4 BCDFG HJKLM NPQRS TUVWXY	G4 BCDFG HJKLM NPQRS TUVWXY	H4 BCDFG HJKLM NPQRS TUVWXY	I4 BCDFG HJKLM NPQRS TUVWXY	J4 BCDFG HJKLM NPQRS TUVWXY
5	A5 BCDFG HJKLM NPQRS TUVWXY	B5 BCDFG HJKLM NPQRS TUVWXY	C5 BCDFG HJKLM NPQRS TUVWXY	D5 BCDFG HJKLM NPQRS TUVWXY	E5 BCDFG HJKLM NPQRS TUVWXY	F5 BCDFG HJKLM NPQRS TUVWXY	G5 BCDFG HJKLM NPQRS TUVWXY	H5 BCDFG HJKLM NPQRS TUVWXY	I5 BCDFG HJKLM NPQRS TUVWXY	J5 BCDFG HJKLM NPQRS TUVWXY
6	A6 BCDFG HJKLM NPQRS TUVWXY	B6 BCDFG HJKLM NPQRS TUVWXY	C6 BCDFG HJKLM NPQRS TUVWXY	D6 BCDFG HJKLM NPQRS TUVWXY	E6 BCDFG HJKLM NPQRS TUVWXY	F6 BCDFG HJKLM NPQRS TUVWXY	G6 BCDFG HJKLM NPQRS TUVWXY	H6 BCDFG HJKLM NPQRS TUVWXY	I6 BCDFG HJKLM NPQRS TUVWXY	J6 BCDFG HJKLM NPQRS TUVWXY
7	A7 BCDFG HJKLM NPQRS TUVWXY	B7 BCDFG HJKLM NPQRS TUVWXY	C7 BCDFG HJKLM NPQRS TUVWXY	D7 BCDFG HJKLM NPQRS TUVWXY	E7 BCDFG HJKLM NPQRS TUVWXY	F7 BCDFG HJKLM NPQRS TUVWXY	G7 BCDFG HJKLM NPQRS TUVWXY	H7 BCDFG HJKLM NPQRS TUVWXY	I7 BCDFG HJKLM NPQRS TUVWXY	J7 BCDFG HJKLM NPQRS TUVWXY
8	A8 BCDFG HJKLM NPQRS TUVWXY	B8 BCDFG HJKLM NPQRS TUVWXY	C8 BCDFG HJKLM NPQRS TUVWXY	D8 BCDFG HJKLM NPQRS TUVWXY	E8 BCDFG HJKLM NPQRS TUVWXY	F8 BCDFG HJKLM NPQRS TUVWXY	G8 BCDFG HJKLM NPQRS TUVWXY	H8 BCDFG HJKLM NPQRS TUVWXY	I8 BCDFG HJKLM NPQRS TUVWXY	J8 BCDFG HJKLM NPQRS TUVWXY
9	A9 BCDFG HJKLM NPQRS TUVWXY	B9 BCDFG HJKLM NPQRS TUVWXY	C9 BCDFG HJKLM NPQRS TUVWXY	D9 BCDFG HJKLM NPQRS TUVWXY	E9 BCDFG HJKLM NPQRS TUVWXY	F9 BCDFG HJKLM NPQRS TUVWXY	G9 BCDFG HJKLM NPQRS TUVWXY	H9 BCDFG HJKLM NPQRS TUVWXY	I9 BCDFG HJKLM NPQRS TUVWXY	J9 BCDFG HJKLM NPQRS TUVWXY
10	A10 BCDFG HJKLM NPQRS TUVWXY	B10 BCDFG HJKLM NPQRS TUVWXY	C10 BCDFG HJKLM NPQRS TUVWXY	D10 BCDFG HJKLM NPQRS TUVWXY	E10 BCDFG HJKLM NPQRS TUVWXY	F10 BCDFG HJKLM NPQRS TUVWXY	G10 BCDFG HJKLM NPQRS TUVWXY	H10 BCDFG HJKLM NPQRS TUVWXY	I10 BCDFG HJKLM NPQRS TUVWXY	J10 BCDFG HJKLM NPQRS TUVWXY

FIGURE 15