

STAR WORDS

SENTENCES FOR FUN



Parolandia, in its Italian version, was the first game ever published by CreativaMente, indeed it is the very game with which the company was born. After 17 years as best-seller, before becoming of age, it's time for a restyling, by changing the look (new box and new pieces) and a little the rules too (new dice and new scoring), while maintaining the two basic ideas, the ones that made it a "classic". The former idea is that of a game that does not have letters as bricks to build words, but directly words as basic elements to compose sentences... much more fun! The latter is the puzzle revolution: pieces of puzzles that are all the same, in foam, which makes them very functional and allows you to hook the words each other to play everywhere, and it will not be a slight jolt of the table that will cause the game to stop... Are you ready? Free your imagination, but don't forget the grammar. And the fun will come when you try to describe and motivate the context and the situation of your funny sentence!

Contents

- 252 puzzle pieces ①, each one with a word of the English language, divided into 8 different colors, according to their grammatical category (e.g., green for nouns). The puzzle pieces are plasticized and made of foam, in order to last longer than the traditional cardboard and to make easier the "stick-and-remove" operations during the game.

①								
	70 NOUNS	56 VERBS	21 ADJECTIVES	14 ADVERBS	35 PREPOSITIONS	21 ARTICLES	21 PRONOUNS	14 CONJUNCTIONS



The words with two meanings have the colors of both grammatical categories. For instance the puzzle piece with the word WILD has the orange background like all adjectives and the violet circle, which is the color of all adverbs ②.



- 2 wooden dice: the NUMBER die ③ and the ACTION die ④
- 1 cotton bag to contain the puzzle pieces ⑤
- this instruction manual

Aim of the Game

Each player receives a set of words at the beginning of the game and everyone must create complete sentences with them, by scoring as many points as there are words in the sentence, plus any bonuses. At the end of each turn new puzzle pieces are added, looking at the roll of the dice. The winner is the first to reach, or exceed, the winning score.



Preparation and Start of the Game

All puzzle pieces are put into the bag and mixed thoroughly (especially if it's the first game ever). Each player is given 15 pieces, taking them randomly from the bag, which constitute his initial set of words. Each player randomly draws one further word from the bag, the **initial word**, which is placed in the center of the table: in this way there will be as many initial words as there are players. The player who has the highest number of articles ⑥ starts (and, in the event of a tie, the highest number of names, then verbs and adjectives) and the game then proceeds clockwise.

Game Play

On his turn, the Current Player must:

- compose a meaningful sentence, **that must be grammatically correct**, by using as many words as possible from his own set, and possibly using one of the initial words not used yet (one at the maximum)
- calculate the score of his sentence and add it to the score he acquired up to that moment. Each word in the sentence scores 1 point ⑦, and the following bonus points can be added:
 - 1 point if a word, belonging to another sentence that is already on the table, is used as a crossing
 - 3 points if a second word is crossed (with another sentence), for a total of 4 bonus points (1+3) ⑧
 - 5 points for a third word crossed (with a third sentence), for a total of 9 bonus points (1+3+5)
 - 3 points for each trio of colors (e.g., 3 names ⑨ in the same sentence)
 - 2 points if one of the initial words is used
- throw the 2 dice indicating how many new words to take and how to get them: the **NUMBER** die ③ indicates the base number of words whereas the **ACTION** die ④ indicates the operation to be made, as specified here in the following.



***2**

the Current Player draws as many words from the bag as the value of the NUMBER die multiplied by 2, for instance $5 \times 2 = 10$ ③ ④

+6

the Current Player draws as many words from the bag as the value of the NUMBER die plus 6, for instance $5 + 6 = 11$

-1

the Current Player draws as many words from the bag as the value of the NUMBER die minus 1, for instance $5 - 1 = 4$



the Current Player **CHOOSES** from the bag (instead of drawing them at random) as many words as the value of the NUMBER die



the Current Player **STEALS** from the other players as many words as the value of the NUMBER die, choosing them one at a time starting from the player to his right and continuing counterclockwise



the Current Player places the ACTION die on the preferred face and he does that operation

End of the Game

The winner is the first player to reach, or exceed, the winning score, once all players have done the same number of turns. In the event of a tie, the players with the same high score take another turn each, and so on until one is the winner.

It is suggested to set the target of **63 points** as the winning score. If there are more than 4 players, it is suggested to lower the winning score. It is however the players' decision to raise or lower the winning score, depending on whether they want to play longer or shorter matches.

Example of Game



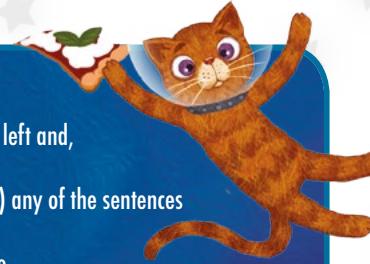
7 first sentence: 4 words = 4 points

13 this sentence cannot be composed because the word SUPERMAN hooks another sentence already on the table

10 it is possible to compose the sentence from the bottom up

8 6 words = 6 points + 4 bonus points for the 2 crossed words (CAT and A) for a total of 10 points

11 it is not allowed to extend a sentence already on the table



Remarks

- the sentences can be composed either as rows or as columns and they can be set either from left to right or from right to left and, likewise, either top down or from the bottom up ⑩
- at each turn it is possible to compose one and only one NEW sentence, without modifying (for example by continuing ⑪) any of the sentences already on the table
- it is possible, indeed advisable to gain more points, to cross the sentence with one or more sentences already on the table
- when a word with more than one meaning ⑫ is used as a crossing point it can have two different meanings ⑫ in the two sentences (horizontal and vertical)
- when composing a new sentence horizontally none of the new words must hook ⑬ any other horizontal sentence already on the table, and likewise for the vertical sentences
- if you play only 2 and the ACTION die indicates , the Current Player only steals half of the words from the other player, rounding up if the value of the die is an odd number (e.g., if the die indicates 5 only 3 words are stolen)
- if the Current Player is not able to compose any sentence it is possible, at the beginning of his turn, to choose new words from the bag by throwing the NUMBER die, which indicates the quantity, and paying a penalty of 5 points
- in the event of a discussion about the validity of a sentence, the approval of the majority of other players is required for the disputed sentence to be accepted (the player who made the sentence is not allowed to vote)
- if a particularly amusing sentence is composed it is up to the other players to award a prize to the player who wrote it, from a minimum of 1 to a maximum of 5 points. In this case the prize must be assigned unanimously

Grammatical Rules

- each sentence must contain a **subject** and a **verb**, both **not implied**. Personal pronouns (e.g., "he", "she") are also allowed among the subjects. Examples of not allowed sentences: "The young boy" (the verb is missing), "ran" (the subject is missing)
- when **transitive verbs** are used, the **object complement** must always be **explicit**. Examples of not allowed sentences: "The lady tastes" (what does she taste?), "The butcher kisses" (who does he kiss?)
- The only punctuation mark that can be implied is the **comma**, but only in the case of relative clauses, whereas the use of the comma is not allowed in place of a conjunction to separate more adjectives, more verbs or other words. Examples of acceptable sentences: "The fireman, who is happy, sings"
Examples of not allowed sentences: "The fireman sings, walks" (the conjunction between the verbs sings and walks is missing)

Hints for Children

You are advised to pay attention to the different colors ① ② of the puzzle pieces, in order to exploit at the best the educational value of the game. In order to reduce the waiting times, we suggest to play by having all the players to compose their sentence at the same time, rather than one at a time.

When all players have composed their own sentence, the scores are calculated (by assigning 1 bonus point to the nicest sentence of the turn) and each player, in turn clockwise, throws the dice to get the new words. Afterwards each player passes his sentence to the player to his left, in order to compose each the new sentence by crossing it with the previous one, and so on until reaching the winning score.



A game by: **Emanuele Pessi** and **Clara Fadda**
 Illustrations by: **Anita Barghigiani**
 Graphical design by: **Domenico Monforte**
 Made by: **CreativaMente srl - Via A. Volta, 69**
20863 Concorezzo (MB) Italy



LUDO ERGO SUM
www.creativamente.eu