

Picturesque Word Games

A collection of word games for 1-8 players from age 8-99 years.

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8 games with picture cards presenting a number of challenges: reaction times, memory, word play and especially fantasy are some of the abilities which these games require.

Speaker's Corner

Ready Steady Go

Give and Take

Upside Down

Word Domino

Non Stop

Tower of Babel

Piwo Solitaire

Contents

100 cards (89 picture cards, 6 jokers, 5 blank cards), 4 word lists, 1 set of rules

8 games with one basic principle

The Piwo games compendium contains a collection of picture cards. The players try to find words related to the pictures, and to create well-known word combinations (compounds) using two or more of the cards.

For example: The picture of the car (no. 6) can be combined with the picture of the park (no. 59) to make the word *car park*. The numbers can be found one of the left hand corners of the cards.

Sometimes it is possible to combine more than two cards. If you add card no. 77 to the two cards selected above, you can create the combination *city car park*. There is no limit to the number of cards which can be used to create a combination, the only condition is that the word combination which is created must be well-known and in regular use.

Which word or words does a picture card represent?

The most significant word relates to the object in the middle of the picture. In some cases this can be more than one object. In picture no. 9 for instance the central word could be bench or wheel.

It is often possible to use a collective noun and thereby increase the possibilities to select a word. For instance the picture of the eagle in card no. 1 can mean the words *eagle*, *bird* or *animal*.

It is also possible to use different words with a similar meaning with many of the pictures. Thus for card no. 88, the word *train* or *railway* could be used. For card no. 46, *head* or *skull*, and for card no. 42, *cat* or *kitten*.

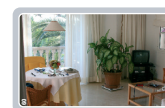
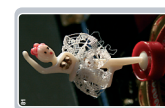
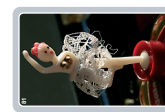
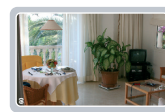
Some suggestions for the words represented by the cards, can be found in the word lists included. These lists can be used as the basis for the first few games and are helpful in getting to know the cards. Of course the players can choose to collectively decide which other words the cards could represent.

What are the rules determining which words can be created, in Piwo?

- At least two cards must be used to form a word combination, if it is possible more cards can be used.
- Words are combined according to the existing rules governing grammar. Nouns and adjectives can be formed. The singular (e.g. *beach ball*, *childhood*), plural (e.g. *sport shoes*) and genitive (e.g. *women's clothes*) forms of the nouns may be used. Combinations of nouns and adverbs such as *runner-up*, and combinations of adjectives and nouns such as *white collar* or *darkroom* are also possible. Adjectives such as *barefoot* can also be formed using this combination.
- Other forms of the words are also possible, for instance *sandy beach*, or *sandstone*.
- Players should only use combinations that they know. If other players challenge the combination the active player must convince them that the

combination is in everyday use, and explain its meaning. The word is accepted if the majority of the players agree.

- For most of the games the order of the cards is irrelevant. It doesn't matter which order the three cards are laid. The examples below show two different orders of the cards no. 7 (*ball*), 60 (*room*) and 81 (*dancing*) to form the combination *ballroom dancing*:



- The 6 jokers can be used to create any word, even words that are not represented by the picture cards.

We recommend starting with the Speaker's Corner game first. This is the best game for getting to know the picture cards.

Speaker's Corner

The aim of the game is to find the cards used to make the speaker's compound as quickly as possible.

Preparation

The cards excluding the jokers are all laid face upwards on the table. The cards must be arranged so that all the players can see them clearly.

Rules of the game

The player with the „biggest mouth“ goes first and is known as „the speaker“. The speaker chooses a word combination, which he can make using two or more of the visible picture cards, and announces the combination to the other players.

The other players simultaneously try to find the cards which the speaker has used to make the combination as quickly as possible. If a player thinks he has found the relevant cards he says PIWO and immediately indicates which cards he has selected.

If he has guessed correctly this is confirmed by „the speaker“. In this case the player gets one of the chosen cards and places it face down in front of him. This stack of cards represents his points (one point per card). The speaker takes the rest of the cards which were used to form the combination and places them in his stack.

The speaker is thus rewarded if he has found a combination using several cards. The guesser can only win one card, the speaker wins the rest.

If the player who calls PIWO has guessed incorrectly the speaker says FALSE, and the players continue to guess. When a player guesses correctly all the players who made a false guess in the same round have to remove a card from their stack. These cards are removed from the game. If a player who has guessed incorrectly has no cards in his stack, he doesn't have to forfeit a card.

The player who guessed correctly becomes the new speaker.

If „the speaker“ is unable to form a word combination within one minute, he must forfeit a card from his stack, and his turn is finished. The player on his left becomes the new „speaker“.

End of the game

The game ends when there are no more cards left on the table, or when in a given round none of the players can think of a combination and each of them have forfeited a card.

The player who has collected the most cards is the winner.

Ready Steady Go !!!!

All the picture cards are placed face down on the table. All the players try simultaneously to take cards from the table and use them to form words.

Preparation

All the cards are placed face down on the table.

Rules of the game

The most impatient player gives the command „ready steady go“.

All the players start to turn over the cards and try to build word combinations.

As soon as a player has found a word combination, he takes the cards he has used from the table without mentioning the word, and places the chosen cards face up on a stack in front of him. The order of the cards in the stack cannot be changed during the game. Cards cannot be removed from the stack once they have been deposited there. Jokers are used as picture cards, a joker can be used to represent any chosen word. It is important to remember which word the joker represents.

Tip: When a player turns a card over, he should first try to see if he can use it to build a word combination. Otherwise too many cards are turned over at once, which is an advantage to the other players.

End of the game

The game ends when all the cards have been removed from the table, or when none of the players are able to form word combinations with the remaining cards.

Scoring

When the game is finished the player who started turns over his stack, so that the cards which were first taken are on top. He turns over the cards which he used for the first word combination and without hesitation announces the result. The other players follow suit in a clockwise direction.

At the end of the first round the first player selects the cards he used for his second word combination, and announces it. He is followed by the other players.

This process continues until all the players have emptied their stacks.

If a player cannot remember which word combination he had in mind, or if the other players do not accept a particular word combination, then no points can be given for the cards which were used in the formation of these word combinations.

The players now count the cards which they have collected, one point is awarded for each card, no points are awarded for the jokers. The winner is the player with the most points.

Give and Take (2-4 players)

The aim of this game is to build as many word combinations as possible, by skilful manipulation of the cards. Available cards are used to fill the gaps between the picture cards.

Preparation

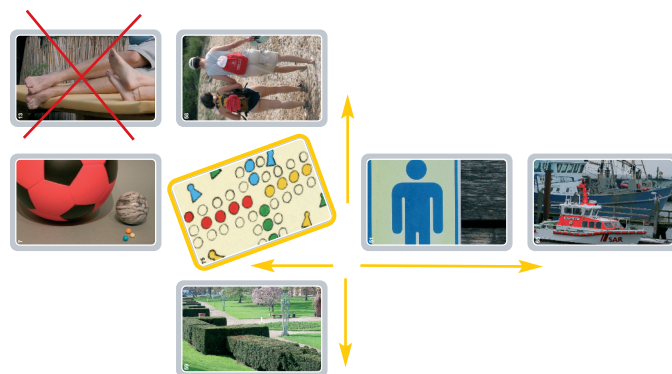
The jokers are removed from the collection of cards. The remaining 89 cards are placed face-up on the table. The cards are placed in ten rows, the fifth row contains nine cards and the other rows ten. In the middle of the fifth row a place is left empty.

Rules of the game

The most impatient player begins. The active player must perform two actions. First he removes a card from the table and uses it to fill a gap. The first player must fill the gap in the middle of the fifth row.

Then he removes the cards which he has used to build word combinations. These are the cards whose edges adjoin the newly positioned card, and with them and possibly other adjoining cards, have been used to build word combinations.

Example: Ralph places card no 75 in the gap. With cards 7 and 75 he forms the word combination *ball game*, with the cards 58 and 75 *gameboy*, with the cards 75 and 59 *game park* and with the cards 75, 51, and 65 *gamesmanship*. *Gamesmanship* because the cards which are used lie directly next to each other in a vertical row.



The word combination *football game* cannot be used, because the card foot doesn't build a vertical or horizontal row with the cards ball and game.

Ralph can now remove the cards *ball* (7), *game* (75), *man* (51), *ship* (65), *man/boy* (58), and *park* (59) from the table. He lays the cards on a pile in front of him, each card is worth one point.

Now it is the turn of the second player, he removes a card of his choice and places it into one of the gaps with the intention of forming as many word combinations as possible, or long word combinations. This process continues in a clockwise direction.

End of the game

The game ends when none of the players are able to build new word combinations. The player who has collected the most cards is the winner.

Upside Down

The aim of the game is to find at least two cards and use them to form word combinations (memory principle).

Preparation

All the cards including the jokers are placed face down on the table.

Rules of the game

The youngest player begins. He turns over two cards so that all the players can see them. If he is able to build a word combination, using the chosen cards within 10 seconds he is allowed to keep the cards.

In this case he turns over 2 new cards and again tries to form a word combination. He continues in this manner until he is unable to form a word combination with the cards he has turned over. If he is unable to do this, then it is the turn of the next player on his left. A player's turn is also ended if a majority of the other players do not accept his chosen word combination.

When a player has turned two cards over he may select a third card. Before he turns over the third card he must state which word combination he has chosen using all three cards. If he is able to build this word with the use of the third card he is allowed to keep all three cards. If not his turn is ended.

If just a few cards are left and the players have difficulty in forming word combinations, they can agree to turn over all the remaining cards. In this case all the players simultaneously try to build word combinations using the remaining cards. If a player is successful and his word combination is accepted by the other players he may keep the cards which he used.

End of the game

The game ends when no cards are left on the table or when none of the players are able to form word combinations with the remaining cards.

The player who has collected the most cards is the winner.

Word Domino (2-4 players)

The aim of the game is to become the first player get rid of his hand cards. Three rounds are played.

Preparation

All the cards including the jokers are shuffled. Each player gets a set amount of cards in his hand:

- for two players 12 cards each,
- for three or four players 10 cards each.

Two cards are laid next to each other in the middle of the table. The rest of the cards form a stack.

Paper and pencil should be available in order to keep the score.

Rules of the game

The youngest player begins. He attempts to lay one, two or a maximum of three cards from his hand adjacent to the cards on the table, so that word combinations can be formed.

Cards can be placed vertically or horizontally adjacent to the cards which are already on the table. Newly placed cards must form word combinations with all adjoining cards.

Example: The cards no. 5 (*eye*) and no. 34 (*glass*) are the start cards. Michael lays card no. 37 (*house*) to form the word combination *glass house*. Because he cannot lay another card his turn is now ended.



Now it is Susan's turn, she lays card no. 86 (*wine*) underneath card no. 37 (*house*) to form the word combination *house wine*. Then Susan lays the card 57 (*bottle*) underneath card 34 (*glass*) and to the left of card 86 (*wine*) to form the word combinations *glass bottle* and *wine bottle*. Because she managed to lay two cards she receives two bonus points (see scoring). Her two bonus points are noted.

Because she doesn't lay a third card her turn is ended.



In a given turn a maximum of **three** cards can be laid. A player who is unable to lay a card, or chooses not to do so, must take a card from the stack into his hand. Then it is the turn of the next player.

A player who lays a joker can use it to represent any chosen word, a joker which is already on the table can be used by another player to represent a new word of his choice.

Special case: If none of the players are able to lay any of their cards in the first round, then the two start cards are laced on the bottom of the stack and two new cards are selected.

Bonus points

Bonus points can be increased by strategic positioning of the cards.

- If a player manages to place a card adjacent to two, three or four existing cards and to form word combinations with each of them, he receives a bonus point for each of them (2, 3, or 4 points).
- If a player is able to form a word combination using more than two cards (*city car park* or *football game*) he is awarded one bonus point for each card used (in these cases three points).
- If he is able to do both of these things by laying one card, all the relevant bonus points are added together.

Scoring

A round is finished as soon as a player lays his last card. Now the points are

counted. The players count the cards which they have left in their hands, and one point is deducted for each of them, for a joker which is left in the hand two points are deducted. These points are deducted from the bonus points which the players have earned during the round.

End of the game

The game ends when the third round is finished. The player with the most points is the winner. If more than one player has the same number of points, the winner is the player who formed the most original word combinations.

Non-Stop

The players simultaneously try to lay their cards as quickly as possible and use them to build word chains.

Preparation

All the cards except the jokers are laid face down on the table. Each player receives a joker which he places on the table in front of him. The rest of the jokers are removed from the game.

Rules of the game

The most talkative player shouts „GO“. The players start to turn the cards over and try to use them to build word chains.

Example:



Start: 39 *wood*

1st move: 40 (*cock, chicken*) = *woodcock*

2nd move: 49: (*run, running*) = *chicken run*

3rd move: 76 (*jump*) = *running jump*

4th move: 72 (*rope*) = *skipping rope*

5th move: 50 (*ladder, step*) = *rope ladder*

6th move: 44 (*child*) = *stepchild*

Each player can build up to three word chains at the same time. For each word chain a stack of cards is laid in front of the player. It is therefore only possible for each player to have three stacks of cards.

A player's joker can be laid at any time but only once. The joker can be used to represent any chosen word. A card which has been removed from the card pool on the table cannot be put back.

End of the game

The game ends when all the cards from the card pool have been used, or when none of the players are able to extend their word chains.

Scoring

Only word chains which consist of at least three words are counted. At the end of the game each player lays out his stacks in a row and announces his word chain link by link.

If the other players do not accept a particular chain link, the word chain is only scored up to the point where the other players have challenged. In this case the previous links are only counted if they consist of at least three cards.

For each card in a word chain the players are awarded one point. The player with the longest chain is awarded three additional points. If more than one player has the longest chain they are awarded three additional points each.

Example: Susan has built two word chains, one consisting of three cards (the smallest possible chain), and one consisting of seven cards. She gets 3 + 7 points. Because her chain with the seven cards is the longest she gets 3 additional points, giving her a total of 13 points.

The player with the most points is the winner.

Tower of Babel (2-4 players)

The aim of the game is to become the first player to empty his stack.

Preparation

Each player gets a specific number of cards depending on the number of players:

- with two players 20 cards each
- with three players 15 cards each
- with four players 12 cards each

These cards are put face down in a stack in front of the players.

Each player gets an additional three cards in his hand.

Five cards are placed face upwards on the table. The rest of the cards are placed in a stack face down on the table.

Each player turns over the top card of his stack, so that the picture is visible.

Rules of the game

The most opinionated player begins. He takes the open card from his stack and tries to lay it one of the open cards on the table thereby forming a word combination. If he is able to do this he lays his card face upwards on the relevant stack. Then he turns over the next card of his own stack and tries to form a new word combination.

The cards which the players have in their hands can be used at any time to change the open cards, either to enable the active player to use his open card from the stack, or to block possibilities for the other players.

The cards which are played from the hand must also form word combinations with the card on which they are laid.

The active player continues his turn until he is unable to build a new word combination using the open card on his stack, or a card from his hand.

It is possible to build longer word combinations using hand cards and the cards from the stack. The order in which the laid cards are used to build longer word combinations is irrelevant.

If a player is unable to lay a card during his turn he must take a card from the stack into his hand. His turn is then finished. Only in this case is it possible to get new hand cards. It can occur during a game that a player has no hand cards left.

When the stack is empty, the cards which have been laid on the word stacks on the table (with the exception of the top cards) are used to build a new stack.

End of the game

The game ends as soon as a player has emptied his own stack of cards. This player is the winner, even if he still has cards in his hand.

Tip: The game can be made more difficult by laying four instead of five open cards on the table at the beginning of the game.

Table to small?

In this case simply reduce the number of cards. All the games function with a smaller number of cards.

Piwo Solitaire (1 player)

The aim of the game is to lay all the cards from the stack. This must be achieved within three rounds.

Preparation

The jokers are removed from the game. Five cards are placed face up next to each other on the table. The rest of the cards are placed face down, they build the first stack (stack 1). The top card of stack 1 is turned over and placed face up next to the stack. This is the bottom card of the second stack (stack 2). The top card of stack 1 is turned over so that you can see the picture.

Rules of the game

The player attempts to remove the open cards from the stacks and place them on one of the open cards on the table. This is only allowed if it is possible to build word combinations with the used cards. If the player is unable to use one of the open cards from the stacks to build a word combination, he places the open card from stack 1 face up on stack 2 und turns over the top card of stack 1.

A round is finished when no more cards are in stack 1. Stack 2 is turned over and becomes the new stack 1.

The game now progresses into the second round, using the same procedure as described for the first round. A maximum of three rounds can be played.

End of the game

The game was successful, if the player manages to lay all the cards from the two stacks.

Tips and Recommendations

Slang and technical jargon: We advise players to decide at the start of a game, whether slang and colloquialisms are allowed. The use of slang words increases the possibilities to form word combinations. E.g card 3 could be used to represent *mate* (slang for friend) and card 75 to form *playmate*.

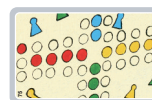
The same applies to technical jargon.

One possible guideline is, a word combination is allowed if the player who used it, can convince the other players of its validity.

Use more than two cards whenever possible. This might be difficult at first but here are 2 examples:



City (77), car (6) and park (59) form *city car park*



Or *children* (44), *adventure* (76), *play* (75) and *ground* (28) form *adventure playground*



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