

Pispa



Memorize, connect and snatch letters: a multilingual word-making game that activates the brain dictionary. Unlike other games in PISPA you can't see what cards you have, instead you see the cards of others. You compete by collaborating!

Goal

Make words by snatching letters from others and using at least one of your own letters. Each letter of a word is worth one point. Win by obtaining the highest number of points.

Types of cards

4 Number cards: the numbers establish the goal of each game.

114 Letters: The letters will help you form words. Place five cards in your hand facing the other players, who help you to figure out which letters you have.

2 Wild cards: whoever holds the wild card doesn't know it, others may benefit from it! This card can replace any letter and it's also worth a point. Once placed in a word, it can be used again by any player as long as it is replaced by the letter it represents.

Preparation

Agree: decide if you accept all kinds of words in languages of the Latin alphabet, you will enjoy and strengthen the muscle of diversity.

Use the numbers to establish the goal of the game. Separate the number cards and draw two at random: the lowest number are the words you have to make to close the game (3 to 5).



The highest number are words that will be worth double: those with that exact number of letters (4, 5 or 6).

Choose who is first: take the same number of cards as players. Choose a winning letter together. Shuffle and let each player take one. Whoever draws the chosen letter starts. Put the letters back in the pile.

Deal out five letter cards to each person. Don't look at them, place them in your hand so the other players see them, and you see theirs. Put the rest on the table, face down.

How to play

Round one: each player is revealed a card

Point to a letter to the player on your right and let them know what letter it is: "this is an A". If a letter is repeated, point out all of them: "this is an A and this is also an A".

Tip: Check other player's letters carefully - you'll need them.

Other Rounds: match letters, snatch and make words

From now on it's about "seeing" words and snatching other player's letters. On your turn: you say the word, open your letter on the table and snatch as many as you need to complete your word. You must always use a letter from your hand. This letter can be in any position. All draw from the pile as many cards as were lost. You end your turn revealing a letter to each player.

If you can't make a word, discard a card, put it on the pile and take another. Your turn ends here.

Watch out! If you put the wrong letter from your hand on the table, if the word does not exist or is not spelled correctly: return the cards you have snatched (these players take advantage), leave yours at the bottom of the pile, and take a new one to end your turn.

End of the Game

End when a player achieves the number of words marked at the start. The other players finish the round. Calculate your points (mind the words that count double!). The winner is who has the most points.

If you exhaust the stack without reaching the goal, finish the round to end the game.

Games with 2 or 3 players

Make three piles in the middle of the table and open three cards. These letters give you more options: you can pick them up to make a word. Replace them every time you use them.

Check the ruleset on our website for Pispa as a collaborative game

Pispa is a deck of cards, other ways of playing are possible! If you found a new way to play, let us know. We are always playfully curious.

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