

A CREATIVE
WORD
GAME

TYPON



A creative word game for
2 to 6 players aged 10+


moses.

“Sei you soon!” Oh, aren’t typos annoying?! When read in context, it is of course clear to everyone what is meant. But what about when a word appears alone. Take “oen”, for example. What on earth is the author trying to tell us with this? Do they live at house number “one”? Should you bake them something in the “oven”? Or are maybe they’re introducing their friend “Ben”? With a little imagination, you can come up with countless possibilities here. And that’s exactly what “Typoh” is all about: changing one single letter and finding as many valid words as possible. “Havv fun!”

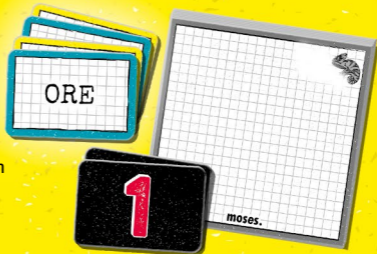
GAME CONTENTS:

100 Typoh cards

10 number cards

1 score pad

You’ll also need a timer (e.g., smartphone) and a pen for each player.



BASIC RULES:

The Typohs

This game is all about typos. You’ll find one on the front of each Typoh card and another on the back. Your task is to alter them to make as many **valid words** as possible.

How can you alter the Typoh for this?

To make valid words, you may **either**

a) **remove** a letter: ORE → or

ORE → re

or

b) **add** a letter: ORE → core

ORE → ogre

or

c) **replace** a letter: ORE → one

ORE → orb

NB: The Typohs are written entirely in capital letters. So there’s no need to worry about upper and lower case. We’ve simply written the above examples in lower case so that the valid words are easier to recognize.

Careful: You may only ever change **ONE** letter. And you may only use **ONE** of these possibilities **ONCE!** You **CANNOT** make multiple changes to a word.

And you cannot just leave the Typoh either!

ORE → bored You've added two letters—that's not allowed.

ORE → area You've replaced one letter and added one, too—that's not allowed.

ORE → roe You've removed a letter and added it again elsewhere—that's not allowed.

NB: You can only make ONE change so either ADD, REMOVE, or REPLACE one letter.

Which words are even valid?

Singular and plural nouns (house, houses) as well as adjectives (cold), adverbs (gladly), pronouns (my) and verbs (go) are all valid words. Common proper names (Fred, Thames), exclamations (Oh) or similar words are also permitted. In short, almost everything you can find in an English dictionary is allowed.

Abbreviations and inflections are not permitted; the only exception here is plurals.

TWO PLAY VARIATIONS TO CHOOSE FROM:

You can play "Typoh" in two different ways:

CITY, COUNTRY, TYPOH (2-6 PLAYERS)

In "City, Country, Typoh" you all write down words at the same time. Afterwards, you compare the words you've found in turn and earn points for these.

How to play:

Each player needs a piece of paper and a pen. Set the timer to 45 seconds. Stack the Typoh cards ready in a pile. You won't need the number cards.

Play a total of five rounds. Turn over the top card in the pile for each new round: that card is now the Typoh for all players in this round. Everyone has 45 seconds to write down as many valid words as possible. Start the timer and get thinking.

Is the time up? Then the youngest player must read out all their words, one by one. The following points can be earned for each **valid word**:

Did no one else think of that word? Good job! You've earned yourself ten points for this word, then. Have other players thought of the same word? Never mind! You all still earn five points. Always make a note of the points on your piece of paper, directly after the corresponding word.

The next player then reads out their words and receives five or ten points for all valid words they've thought of.

Have all of the players now received their points for the words they've thought of? Then a new round can begin. Turn the next Typoh card over and restart the timer.

The player who has earned the most points after five rounds wins. If there is a tie, you share the victory. Or how about a decider round?

RISK PLAY VARIATION (3-6 PLAYERS)

Want to make the game a bit more challenging? Then why not try the risk play variation.

How to play:

In this play variation, you use the number cards and the Typoh cards. Stack the Typoh cards ready in a pile. Lay the number cards out face-up in the middle of the table. The oldest player takes a piece of paper from the block to keep track of everyone's points.

1.) Take a chance—or play it safe?

The youngest player goes first and takes the top Typoh card from the pile, turns it over, and places it in the middle of the table. This is the Typoh for this round.

They must now decide whether they want to take the lowest number card from the middle of the table or pass. If they hesitate too long, one of the other players can begin a countdown from "5." Has the player still not decided by the time the countdown finishes?

Then they automatically pass.

It's now the next player's turn (clockwise direction) to decide whether they want to take the lowest



number card on the table or pass. This continues until all of the players pass or one of you takes the “10.”

NB: Already passed once, but it's now your turn again? Then you can decide again whether you wish to pass or take the lowest number card. Each player collects “their” number cards face-up in front of them. You can have as many number cards in front of you as you like, but you'll need to have a valid word for each later on.

2.) Now it's time to get down to business!

Each of the numbers is played in turn. The player with the “1” in front of them starts. They must either say a valid word for the Typho or fold for this round. If they hesitate too long, another player can begin counting down from “5” again. Did they fail to say a valid word by the time the countdown finishes? Then they're automatically out of the round.

Did the player say a valid word? Then they can turn this number card over—they've secured themselves these points.

Has the player folded? Then they must immediately return all of their number cards that are still turned face-up to the middle of the table. They only keep the number cards that they've turned face-down and secured themselves the points for.

Skip this player for the rest of the round.

The player with the next highest number goes next (1, 2, 3, and so on). The player with the corresponding card must now say a new valid word or fold. All numbers that are now in the middle of the table are of course skipped.

NB: Has a player said a word that is valid but another of you has already mentioned it? Then it is automatically invalid. The player must quickly say another valid word.

3.) The scoring: now it's finally time for the points!

Have you all used up the number cards placed face-up in front of you? Then it's time for everyone to add up their points. Each player adds up the points on the number cards turned face-down. They receive the sum of



these numbers as points. Then return all of the number cards to the middle of the table. The next player (clockwise direction) now becomes the starting player and the next round begins with a new Typoh. Play enough rounds for each player to be the starting player the same number of times. Whoever has the most points overall wins.

In the event of a tie, then there are several winners.

Number of players	3	4	5	6
Rounds	6	8	5	6

Pro rules for “City, Country, Typoh” and the “Risk” play variations

If you really want to put your brain to the test, you can allow a fourth possibility for changing Typohs:

d) Switch any two letters around:

TIER → tire

Be aware though that it isn't possible to make valid words for each Typoh in this way—in fact, it's quite rare.



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