

The Alphabet Game

This is based on a game that my brother and I played when we were little. As we fell asleep, we would talk in the dark across the room “A my name is Alfred, my wife's name is Ann. We live in Alabama, and we sell Apples.” and so forth – all the way up to “Z my name is Zorro... and we sell Zithers.”

Here are the rules for this modified game:

- This is designed for 3 or more players, although two can play. The more people that play, the longer the game takes. You can even play this by yourself to help pass time.

NOTE: Divide 24 by the number of players to determine “end point” score.
(eg) four players – $24 / 4 = 6$ So the game is over when someone gets 6 points.

- The goal is to be the person with the LEAST POINTS by the end of the game
- Answering goes in rotation advancing through the alphabet.
 - One person gets to be the first to roll the dice to determine which Category is played. The roll for category selection passes to the person on their left.
 - One person should be designated as the score keeper unless each player has their own die, in which case everyone starts with one point.
In case of losing a point, a person with one point will keep 1 point.
 - One person should keep track of the letter being played
 - One person will be the 30 second time keeper.
A bell or the rim of a glass tapped with a pen is a good “end of turn” signal.
- The game is set when someone has predetermined amount of points. A round of letters DOES NOT have to be completed for the game to be over. Certain categories will make the game end much sooner than others (See Category 24)
 - 6 points for 4 players will usually give about a half hour game
 - If each person has a dice, this makes a good scoring tool. Everyone starts with 1 point.
- Even 1 can play. I sometimes play this as I drift off to sleep (without the dice, of course)
- There are three dice. It is the choice of the roller to use 1, 2 or all 3 dice – giving the numbers 1 through 18 – to determine the Category of play.
- **PROBABILITY:**
The number of dice used can affect the probability of the Category selection.
 - If you are trying for 1, use 1 dice. Your odds are 1 in 6
 - If you are trying for 6, use 2 dice. You can get 2+4 3+3 or 5+1 - your odds are better than if you use only 1 dice where your odds are again 1 in 6.
 - If you are trying for 18, your odds are not very good. About 1 in 36
 - If you use all three dice and roll triple 6's all I can say is “Lotsa luck!”

- The number will select the Category of Play (shown at the bottom)
- When offering up your “letter” any answer can be proposed – true or false (eg) for the category Animals, you might say “Stuffed Bear”
- Any answer can be challenged
- Challenge Process
 - For a challenge, the other players vote on if the answer is true or incorrect – Majority wins
 - If the proposer wins, s/he LOOSES 1 point (which is a good thing) and the challenger gains 1 point (which is bad for them)
 - If the challenger wins, s/he loses 1 point, and the proposer gains 1 point.
 - In case of a tie, the person proposing the answer wins and loses 1 point. In this case the challenger's score DOES NOT CHANGE.
- Scoring
 - A correct answer does not change the score
 - If someone is challenged (above) the score changes
 - Is a person cannot come up with an answer in 30 seconds, they GAIN 1 point
 - The same letter passes to the next person with a similar penalty until it goes all the way around or an accepted answer is proposed. This makes it fair for someone who gets Q or X or Z
 - Game is over when someone has advanced to 5 (or other predetermined) points
 - When game is over, the person with the least points wins.
 - In case of a tie, a sudden death is played between the tied players. Each turn is only 15 seconds in length, but all of the other rules remain the same. After one alphabet round (not points) the sudden death is over and the person with the least points wins. If it is still tied, both winners shake hands and call it even.

Play Categories

Determined by a throw of the dice.

- Anything that matches the category is a potential answer. In case of a challenge, see the rules for a challenge outlined above.
 - Difficulty of a category is indicated by @ signs – four being the hardest
1. PAIRS – (eg) Mom and Dad, Ham and eggs, Salt and pepper, Cat and dog @
 2. CITIES (eg) Phoenix, New York, Istanbul @@
 3. PLACES – (eg) School, Park, Hospital @
 4. LIVING THINGS – (eg) Cat, Dog, Tree, Flower, Rose @@

5. CHEMISTRY – (eg) Hydrogen, Aspirin, Tylenol, Propane @@@@
6. FOOD – (eg) Apple, Banana, Granola @@
7. SOMETHING YOU WEAR – (eg) Hat, Shoes, Ring, Belt @@
8. SONG TITLE – (eg) Dixie, She Love You, ? @@@@
9. VERB – (eg) Run, Eat, Sleep @
10. NOUN – (eg) Dog, Car, Ant, Grape @
11. FAMOUS PEOPLE – (eg) Angelina Joli, Brad Pitt, Curious George @@
12. BIRDS – (eg) Cardinal, Robin @@
13. THINGS TO DO WITH YOUR BODY – (eg) Brain, Toe @@
14. NAMES – (eg) Alfred, Brenda, Bobby @
15. SOMETHING FROM SCHOOL – (eg) Books, Orchestra, Principal, Playground @@@
16. HISTORICAL REFERENCE – (eg) Chris Columbus, Aztecs, Gettysburg @@@@
17. COUNTRIES – (eg) China, Russia, Ecuador @@
18. THINGS YOU DRINK – (eg) Coke, Pepsi, Lemonade @@
19. TV Programs – (eg) Cheers, News, All in the Family @@
20. ONE SYLLABLE WORDS – (eg) Egg, Car, Lamp, Stamp @
21. TWO SYLLABLE WORDS – (eg) Timer, Oven, Belly @
22. THREE SYLLABLE WORDS – (eg) Attachment, Apricot, Televiser, Entertain @@
23. FOUR SYLLABLE WORDS – (eg) Regurgitate, Maniacal, Antagonize @@@
24. FIVE SYLLABLE WORDS – (eg) Indestructible, Indeterminate, Multitudinous @@@@