

# CONTACT

**Age:** 8-99

**Players:** 2-6

**Duration:** 45 minutes

**A game by:**

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**Contents:** 137 word tiles; 25

wildcard tiles; 1 spinner; 6

erasable markers; Rules

Contact is a game based on logical/linguistic connections. It contains 137 hexagonal tiles with words on both sides, and 25 wildcard tiles (without words) which can, where required, be filled out by the players themselves during the game using the dry-erase markers.

## Preparation

Each player takes a dry-erase marker and then the word cards and wildcards are shuffled together. Players are then dealt, at random, eight tiles with words and two wildcard tiles, for a total of ten tiles.

The remaining tiles, along with the remaining wildcard tiles, are placed in decks ready to be drawn. A starting tile is drawn and placed in the centre of the table, face down. Each player plays only with the visible side of the word tile.

## How to play

The winner is the first player to play all their tiles, or the player holding the fewest tiles when there are no more to be drawn. Players take turns, starting with the oldest, to spin the spinner. Depending on the result, they:

- *Draw one tile and place it face down in front of themselves*
- *Draw two tiles and place them face down in front of themselves*
- *Draw three tiles and place them face down in front of themselves*
- *Do not draw any tiles, keeping only those they already hold (smiley face)*

At this point they try to place one of their own tiles (including those they have just drawn) next to one of the sides of the starting tile, following the rule requiring words placed next to each other to have a logical/linguistic connection (the other players must decide whether this is a valid connection, taking a majority vote if necessary). The second player's turn proceeds in the same manner: they spin the spinner, draw one, two, three or no tiles, and then try to place one of their tiles next to both the first and second tile played. If a tile is placed next to two other cards, the logical/linguistic link must obviously be with both tiles. If a player is able to place one of their tiles next to two or more tiles on the table, they are then permitted to play another of their tiles. If a player is not able to play either of their tiles, they lose their turn.

## Wildcard Tiles

Players can play a wildcard tile when required, writing an appropriate word on the tile itself with the dry-erase marker.



## Logical/Linguistic Connections

Various types of connections are possible between the words. Some examples are given below:

### *a) Connection by the same semantic field*

TIGER-LION (animals, felines)  
LOVE-HAPPINESS (emotions/moods)  
MOON-SUN-EARTH (celestial bodies)

FARMER-GARDENER (jobs)  
ASTERIX-ROBIN HOOD-BATMAN\* (comic-book characters)  
SHIP-MOTORBOAT\* (vessels)  
TV-RADIO\* (broadcast media)

### *b) Connection by field of association (close meaning)*

TREE-GARDENER  
COLD-ICE-MOUNTAIN  
FISH-SEA-SHIP  
FOREST-LEAF  
DOCTOR-HOSPITAL\*  
DRIVER-RACE\*  
CAR-WHEEL

### *c) Connection through sayings/idioms*

HIGH-SEA (high seas)  
LOSE-REASON (lose your reason)  
SMOKE-BLOW\* (to blow smoke at someone)  
OUTSIDE-WORLD (the outside world)  
FIELD-PLAY\* (to play the field)  
CORD-CUT (cut the cord)

CARRY-WATER-SOMEONE\* (carry water for someone)

*d) connection through commonly used expressions (including through connection by an article or preposition). In this case it is possible to use inflected versions of words*

GO-THEATRE (go to the theatre)  
DO-GOOD (to do good)  
FEEL-COLD (feel cold)  
BAD-DREAM (a bad dream)  
TEAM-OPPOSING\* (the opposing team)  
AEROPLANE-CATCH\* (catch an aeroplane)  
TURN CORNER (turn the corner)

### *e) connection through opposite meaning*

CHEERFUL-SAD  
SLOW-FAST  
COOKED-RAW  
SHORT-LONG  
LOADED-EMPTY\*  
THICK-THIN\*  
DEEP-SHALLOW\*

\*Words with an asterisk are not contained in the set of word tiles. They are, however, examples which can be used as required via the wildcards.