

## ***Word Frolic! Village Idiom I™***

### ***Making Words a World of Fun!***

Hello there, Player! Welcome to *Word Frolic! Village Idiom I™*, the first of our games in the *Word Frolic!* Series. I'm Arthur Q. Pebbleton, the fellow responsible for the game you're about to play. You can call me Artie!

You hold in your hands a game designed to alleviate\* the pressures of figurative language and help you move confidently through the mushy tangle of metaphor that makes up English. Like all languages, English contains *idioms* – phrases that cannot be literally translated. Don't know what I mean? Here, I'll use a couple:

“Look, kid, if you want to get *into hot water* with the *big cheese* of this corporation, then feel free to *make waves* and *rock the boat*. But don't come crying to me when you get your *walking papers*, because *I stick my neck out for nobody*.”\*\*

See what I mean? Being *in hot water* is an idiom that means being *in trouble*, but you couldn't very well interpret that phrase literally. When you're in trouble, you're not *literally* submersed in hot liquid, unless you're the soup course at a cannibal's potluck. English is chock-full of idioms, which can be perplexing if you're new to English or you've never been exposed to many of them. Unfortunately, the only way to learn them is to memorize them. Fortunately, you have me to teach you.

“But,” I hear you saying, “Who the dickens is this Artie fellow? Who does he think he is, trying to teach me things?” I, sir or madam, am but your humble servant, and I exist only to shepherd you through the hills and valleys of the windswept, grassy plain we call English. I've made a long, careful study of language, including a rigorous examination under the very best (and worst) pun-crafters in the nation. This qualifies me to nudge you gently with my shepherd's staff toward a better understanding of English.

Idioms make writing and speaking English more efficient. You can pack a lot more meaning into a sentence with idioms. But beware of their overuse; you can end up in cliché territory that way. This game is designed to teach you what idioms mean and where they come from, but also to use them sparingly.

As you play this game, you'll come to associate each idiom with a *horrible pun*. When you think about it, what is a pun but an idiom, interpreted literally? It has been my experience that a real groaner of a pun makes an excellent *mnemonic device*, or *a tool that helps you remember*. Though some of the puns are painful, remember that I'm here to help, and complaints, praise, and bricks through the window may be lodged, lofted, and hurled at our website: [Leftside-RightSide.com](http://Leftside-RightSide.com). Please send your questions and comments to [Artie@LeftSide-RightSide.com](mailto:Artie@LeftSide-RightSide.com). We'll try to answer in a timely fashion.

I wish you good luck, good leisure, and good learning. Enjoy Word Frolic! Village Idiom!

Yours in learning,

- Artie

\* *alleviate* – to lessen or make lighter

\*\*Translation: “Look, kid, if you want to get *into trouble (in hot water)* with the *boss (big cheese)* of this corporation, then feel free to *draw attention to yourself (make waves)* and *make trouble (rock the boat)*. But don’t come crying to me when you *lose your job (get your walking papers)*, because *I won’t help you (I stick my neck out for nobody)*.”

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NB\*: We, at LeftSide-RightSide use the International Phonetic Alphabet (IPA) as a pronunciation system, as well as our own house style. Explanations for why our style is the way it is can be found at our website, [www.LeftSide-RightSide.com](http://www.LeftSide-RightSide.com).

\*NB is short for *nota bene* which means *note well* in Latin.

### What’s in the Box?

- 52 Challenge Cards, each featuring one Primary Challenge, one Bonus Question, and one Talk of the Town on the card front, and answers to the Primary Challenge and Bonus Question on the card back
- This Instructions Booklet

### How to Play

#### For Two or More Individual Players or Teams

1. Shuffle the deck and put the cards down with the Challenge side face up.
2. Pick one person to be the Reader for each round. (Whoever has the closest birthday is the first Reader.) Everyone else is a Player. A round is complete when both the Primary and Bonus Challenges are answered correctly, or when all the Players are stumped.
3. Game play proceeds clockwise from the Reader.
4. **Standard Play:** The Reader takes a card from the top of the deck and reads the Primary Challenge out loud. Then the Reader flips the card over and reads the three multiple choice possibilities out loud. Only the Reader may see the card. The first Player to shout out the correct multiple choice answer (**in bold yellow letters** on the card back) and fill in the Primary Challenge blank wins two points. Or if you prefer, you may answer starting clockwise from the Reader. The Reader then reads the Bonus Challenge out loud; the first Player to answer *that* correctly wins a single point (the correct answer is **in bold letters** on the back of the card).
5. To prevent an unfair buildup of points, the Player who correctly answered the Primary Challenge can’t answer the Bonus Challenge until the next round. If no Player can answer the Primary Challenge, no points are awarded and the Reader simply reads the answer out loud and places the card at the bottom of the deck. The round is over and the Player to the Reader’s left becomes the new Reader. The same thing happens if nobody can answer the Bonus Challenge.
6. Once the Primary and Bonus Challenges have been correctly answered, the Reader may choose to read the Talk of the Town conversation starter out loud, which is optional and earns no points, but is lovely for parties.
7. The Player clockwise to the Reader becomes the new Reader and a new round begins.

8. The first Player or Team to earn ten points wins the game.
9. **Advanced Play:** Advanced Play is identical to Standard Play, except the Reader **does not read the multiple choice answers for the Primary Challenge out loud**. The Players must supply the correct idiom without any assistance. The Reader may read the multiple choice answers out loud if the Players become stuck. The rest of the round proceeds exactly as it does in Standard Play.

### Game Play Variations

**Open-Faced Sandwich:** The Reader draws a card and places it on the table, Challenge-side up, so all the Players can see. Whoever shouts out the correct answer first wins the points.

**Pass The Buck:** After reading each Primary Challenge, the Reader passes the card around the table; each Player has 10 seconds in which to answer the Challenge correctly out loud. The other Players are encouraged to count down together, and loudly, but not in the Player's ear, please.

**Phrase it Forward:** The Reader looks at the reverse of the card and reads the Primary Challenge answer out loud in its entirety, **except for the first, bold sentence**. Players must then guess the idiom.

### Single Player

Play against yourself and be your own Reader. Read the cards to yourself and work through the Primary Challenges and Bonus Challenges. (Look at just the answer to each Challenge as you play, 'cause you're on the honor system here!)

Feel free to read them out loud, and even use a different voice for The Reader and The Player. Who cares? You're alone. What, you think I haven't done it?!

See how many points you can rack up without getting a card incorrect. How many points did you win before you got stumped?

*Once you understand how the game works, the possibilities for play are endless. If you come up with a new idea for game play, please e-mail it to us; if we like it, we'll post it on our website, credit your ingenuity, and send you a free game to boot!*

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