

Rulebook

Frigiti

An infuntive game by Andrea Meyer

for 4-6 players ages 13+

Length of the game: 30-45 minutes

Artwork: Daniel Müllenbach

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This rulebook refers to players as females. Of course, this includes all players of all genders.

Concept of the game

Create words and come up with definitions for them. The player whose definitions get the most approval wins the game.

Before the first game

Carefully pull off the labels with the letters and stick them onto the dice row by row, so that there is one letter on each side of each die. Each row of labels belongs to one of the ten dice. You will need ca. 15 minutes to stick all labels onto the dice. [\[picture\]](#)

Contents

3 dice with vowels

7 dice with consonants

78 tokens

1 notepad with 100 sheets

1 rulebook

Setup

Put one sheet each in front of you with the front side face up (the back side should be kept secret at all times). Put 13 tokens each as your supply in front of you so that everyone can see them. Put any unused tokens and the notepad back into the box (you will not need them). Additionally, you will need 1 pen for each player (not included in the game).

[\[in the picture:](#)

Backside of the sheet

3 dice with vowels

Supply: 13 tokens / player

7 dice with consonants

1 sheet / player

Setup with 4 players

Preparing the game

Determine a start player and give her the dice. She will be the first to create a word. Write her name into the first box in the first line on the front of your sheet next to the reader symbol [pic Symbol]. Then write down the other players' names in the boxes next to it in clockwise order, including your own. [pic sheet]

Playing the game

You will play as many rounds as there are players.

Create a word

If it's your turn to create a word, roll all the dice. Create a made-up word from the letters rolled by using at least three of the dice. Put the dice you did not use aside. The word you created should **allow for as many potential meanings as possible**, so that everyone can come up with good definitions. **Important:** Do not create a word that already exists.

Example: Karen, Peter, Fred, and Andrea play Frigiti. Karen is the first player. She rolls the dice and creates the word "Frigiti". She then puts the three remaining dice aside.

Read the word you created out loud. [pic word created]

Write down a definition

Use the back of your sheet. Write the word on the first line. Now think of a short definition and write it below the word. Make sure your notes are readable by other players! Also, do not show what you wrote to the other players!

Example: Karen writes: "Magazine for women who are over age 50." Peter's definition is: "A small fridge." Fred writes: "Eskimo woman after menopause." Andrea defines Frigiti as "Aversion to fried fat." [pic four sheets with definitions]

When you are ready, place your sheet with the front side up into the middle of the table. When everybody has done so, the start player shuffles the sheets and hands one to everybody including themselves. Look **secretly** at the back side of the sheet received.

Read out definitions

As the start player, read the definition on the sheet you received out loud. If you cannot decipher what is written there, say what you think it means, because you cannot ask anybody. Everyone else follows in clockwise order. If you received the sheet with your own definition, be sure not to indicate that.

Example: Karen reads: "Frigiti is a small fridge." Peter says: "No way, Frigiti is clearly an aversion to fried fat." Fred argues: "No, Frigiti is an Eskimo woman after menopause." Andrea disagrees: "Sorry, but none of those are right. Everybody knows that Frigiti is a magazine for women who are over age 50."

After everyone has read one definition, take another turn and repeat one central key word of it. Write down the key word on the front of your sheet below the name of the reader, using the line for the current round.

Example: Karen says "fridge," Peter repeats "fried fat." Fred says "Eskimo woman," and Andrea repeats "magazine." [pic one sheet with keywords]

Judge definitions

After all definitions have been read, judge them using the front of your sheet.

Secretly circle the keyword below the reader who read the definition you wrote down. If you read out your own definition, circle the keyword below your name.

Now circle *two* keywords under the names of the readers who read out the best definitions for the word created. If you think the definition by somebody else that you read is one of the best, circle the keyword below your name. You can only circle every keyword once and only choose two "best" definitions.

Example: Beside her own, Karen especially liked the definitions "fridge" and "fried fat." She circles the keyword below Andrea's name, since Andrea read Karen's definition, as well as hers and Peter's, as she thinks they read the two best definitions. Peter circles the keywords below Karen's, Fred's, and Andrea's names. Fred circles the keyword below his own name (as he read out his own definition), as well as those below Karen's and Andrea's. Andrea circles the keywords Peter, Fred, and herself read out. [Bild four sheets with circles]

Distribute tokens

Put three tokens from your supply in front of you – you will distribute these according to the keywords you circled (picture 1). As the start player you ask: "Has everybody made three circles?" If so, you continue and ask: "Who checked my name?" If you did, put one of your three tokens into the middle of the table (picture 2). Since the player who wrote the definition must have done so, there must be at least one token in the middle now.

If that is your definition, take the tokens in the middle of the table and put them into your supply of tokens (picture 3). If you read out your own definition take these tokens yourself.

Example: Karen asks: "Who checked my name?" She puts one of her three tokens into the middle, as do Peter and Fred (picture 2). Peter takes these three tokens, because Karen read out Peter's definition (picture 3).

Afterwards the other players ask who checked their name in clockwise order and distribute the tokens accordingly. At the end of the round everybody should have distributed their three tokens.

Example: Karen received four tokens this round, Peter and Fred each received three tokens and Andrea received two tokens for her definition (picture 4).

[pictures 1-4]

Next round

If you created the word just defined, pass the dice to the player to the left. She is the next to create a word.

End of the game

The game ends after as many rounds as there are players. The player with the most tokens wins. If more than one of you has the most tokens, you all win. This is a great reason to play another game of Frigiti!

Thank you

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What if ...

- *I can't think of a word to create?* Just place any dice next to each other – Anything you define as a word is one!
- *I created a word that another player says exists?* Roll the dice again and create a new word.
- *I can't think of a definition?* First of all: Don't panic! Definitions from biology or medicine usually help, for example "medicine to cure ..." or "a rare plant from ..." Definitions with some sort of cultural background can be fun, such as "Serbo-Croatian for ..." or "French name for ..."
- *I missed circling the keyword below the reader of my definition?* As you are the only one who loses tokens in this case, it doesn't really matter if it happens occasionally. If you notice this while distributing tokens cross out one of the marks you made and circle the right keyword instead – everything will then be correct.

Frigiti – the dictionary

On www.frigiti.de you can enter your best words and definitions online into the Frigiti-dictionary. I'm looking forward to your ideas!