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## IPA HANGMAN: RULES

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For each round of the game, one player is the Executioner and the other players are members of the Jury.

At the beginning of each round, the Executioner selects a word card from the deck. The Executioner should not show or tell any of the Jury what the word is.

In the “Word” box on the scorecard, the Executioner draws a blank line for each IPA symbol in the word they have selected. The /æ/ symbol and symbols with tie bars (like /a͡i/ or /t͡ʃ/) count as a single symbol.

The Jury takes turns guessing sounds that could be in the word.

- If a guess is correct, the Executioner fills in the blank(s) where that sound occurs.
- If a guess is incorrect, the Executioner writes the IPA character for that sound in the “Incorrect Guesses” box and draws part of the hanged man.

The hanged man has eight body parts that are drawn in this order: head, torso, arms (2), legs (2), face, and hair.

The round ends either when the Jury has guessed all the word correctly, or after eight incorrect guesses when the man has been hanged.

*Optional:* the Jury may continue deliberations after the man has been hanged by guessing more sounds and/or guessing the word, but will not gain the challenge bonus for that word (see below).

At the end of the round, points are assigned based on the Jury’s guesses. If the word was guessed correctly before the man was hanged, the challenge bonus indicated on the word card is added to the total points for the round.

In the next round, the new Executioner is the player to the left of the previous round’s Executioner.

The game proceeds until all the word cards have been drawn from the deck, or until the Jury takes a recess.

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