

Materials needed: one 30 -sided letter dice per player, paper \& pencil

This should be a fast-paced game that can be played by 2-5 players. Each player should have a piece of paper and a pencil. Each player writes a blank line followed by an 'R' at the top of his paper. Players roll their 30 -sided letter die. The player rolling a letter closest to ' A ' gets to decide first if he wants to use 'a', ' $e$ ', 'i', 'o', or 'u' in the space before his "R". The player second closest then chooses, etc. If there are less than five players, they roll the 30 -sided letter die and simply choose which vowel they wish to use. Not all the vowels will be in play.

Once all the players have their r-control pattern they write it five times on their paper. They also draw a line before and after their r-control pattern. Taking turns, they roll their 30 -sided letter die. Once the letter is rolled, ALL players must use it. They must write the letter on one of the spaces before or after their R-control list. They must use the letter! If a player rolls a "wild", he may choose the letter that everyone must use for that turn.

Turns are taken until all of the spaces are filled. Once the spaces are filled, players then decide if any of the beginning or final letters keep it from making a 3- or 4-letter word. They may cross out those letters. It is possible that both the letters written may have to be crossed out.

Players then read their words aloud. Correctly spelled three-letter words earn one point. Four-letter words earn 2 points. Any incorrectly spelled words or nonsense words they read will cost a penalty point. The player with the most points is the R-Control King!

An example of a player's sheet might look something like this. This player has chosen the 'ar' r-control pattern.


