

NGĀ TIKANGA RULES

Each set comes with 161 tiles
Ngā Kaikemu/Players: 2-6

Te Whaingā/Goal:

Be the first person to use up all of their **Pū Māori**. To start all the tiles are placed upside down, this forms the **Rua**. Each player then draws 24 tiles. Everyone simultaneously turns their tiles face up and races to arrange them in their own intersecting grid/**Tukutuku Kupu**.

Words must read left to right horizontally or top to bottom in the vertical direction. The exception is when a vowel is used the players are allowed to reverse the lettering playing from right to left and bottom to top. The player must play the rest of the words connected the same way. This can only be reversed at another vowel. All Vowels must face the right way for the word direction e.g. If the kupu has a **Tohutō** the tile must be faced with the **Pū** with the **Tohutō** on top.

When a player is no longer able to create any more words they call out **Kupukupu** and every player draws a new tile. Once a player has used up all their tiles they shout out **Kupu Rorirori**. The other players are given the chance to check the winning grid for any misspelled words or misused **Tohutō** *During the game the players can re-arrange their **Tukutuku Kupu** as many times as they like* The winner is named Te **Kaipukenga Kupu**.

Te Tiriti: for extended play.

The **Rua** is created as normal.

The tiles are split evenly with each player.

Play **Kupu Rorirori** as normal.

The first to use all their **Pū** is the winner if the game comes to a stalemate whoever has the least remaining **Pū** wins.