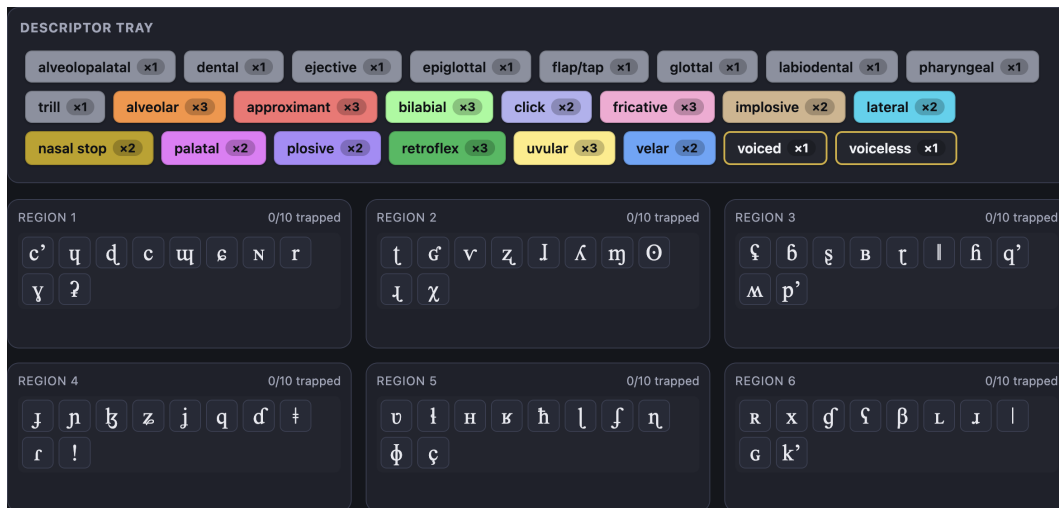


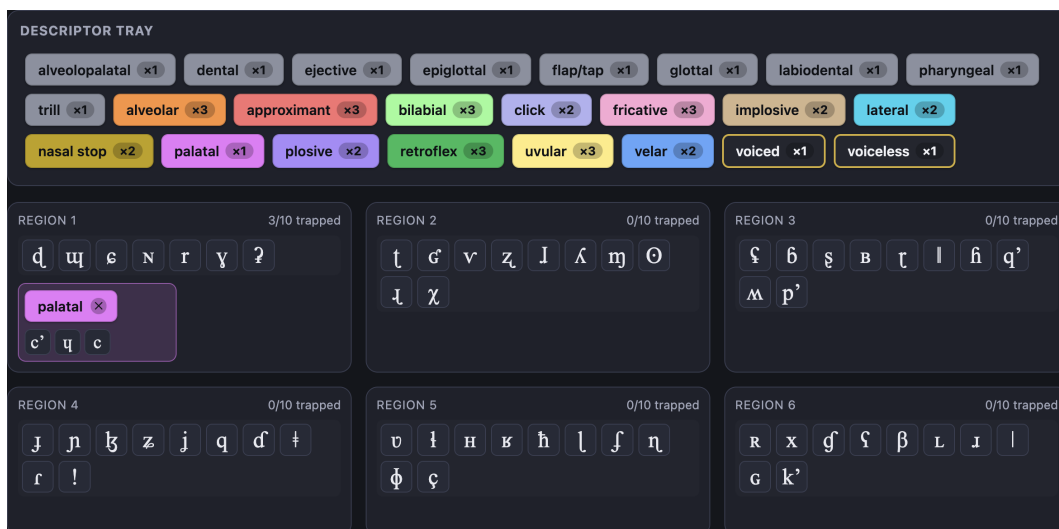
# IPA Consonant Trap

## rules

**Basic rules:** The gameboard begins with 60 IPA symbols randomized across in six regions, with 10 symbols per space, and a list of descriptors in a tray at the top:



The goal is to “trap” all of the IPA symbols in all six regions using the descriptor tiles to match the symbols. All matching symbols within the same region count as trapped, so for example, the **palatal** descriptor tile in Region 1 traps all of the palatal consonants in that region (including labial-palatal [ɥ], but not alveolopalatal [ɕ]):



You want to try to trap symbols as efficiently as possible. Descriptors in light grey are singletons; there is only one **trill**, one **pharyngeal**, etc., so these need to be used wisely. There are two special dark grey descriptions, **voiced** and **voiceless**, which should only be used as a last resort because they are so powerful. When you get to the end of the game, try to rework the solution to increase your score, especially by avoiding the use of **voiced** and **voiceless**.

**Special notes:** Lateral approximants are trapped by either **lateral** or **approximant**; you do not need both. Similarly, lateral fricatives can be trapped by either **lateral** or **fricative**. These can also be trapped by their place of articulation or phonation instead. The same holds for the lateral click, which can be trapped by **lateral**, **click**, or **alveolar** (since it is technically alveolar as well as lateral).

Doubly-articulated consonants (labial-palatal [ɥ] and labial-velar [ɰ]) can be trapped by either of their individual places of articulations: **bilabial** or **palatal** for [ɥ] and **bilabial** or **velar** for [ɰ]. Again, you do not need both descriptors, just one or the other. They can also be trapped by their manner of articulation or phonation instead.

There is only one glottal symbol [ɦ] and one dental symbol [l̪], so the **glottal** and **dental** descriptors have limited use.

The descriptors in other colours besides grey have multiple copies because there are many possible symbols they can trap. Some have only two copies, and some have three.

**Scoring:** Score 10 points for each of **voiced** and **voiceless** not used, plus 1 point for each other descriptor not used. Any unmatched IPA symbols are –10 points each! A good score is 25; an excellent score is 30 or higher.