

ܐܗܝܝ HAGIY

A word-building tile game in the Assyrian script

OBJECTIVE

Be the first player to legally play every tile in your hand, at a moment when the shared draw pool is empty.

SETUP

Shuffle all 164 tiles face-down to form the shared draw pool. Each player draws a starting hand, sized by player count:

Players	Hand size	Total drawn
2	15	30
3	13	39
4	12	48
5	11	55
6	10	60

Agree on a reference dictionary or word list before play begins. It's the most common source of disputes.

FIRST TURN

The starting player lays any valid word from their hand, tiles oriented right-to-left per Syriac script convention.

THE BRANCHING RULE

Every turn after that, build a new word that physically branches off a letter already on the table (crossword-style), sharing at least one consonant. The vowel on that shared consonant may differ between the old word and the new one; this mirrors real root-and-pattern derivation in Semitic languages.

HAGIY · QUICK REFERENCE

MORE ON BRANCHING

- Bare consonant tiles may sit directly adjacent to another consonant with no vowel tile between: a consonant cluster or silent word-final letter.
- If a word ends in one of the 6 special letters, the ending-form tile must be used there: a spelling rule, not a style choice.
- A final-form tile already on the table stays as-is; a player branching off it uses their own tile (bare or fused) rather than inheriting the final form.

هَبِقْ! SPIQA!

When a player empties their hand through a legal play, they call **هَبِقْ!** ("Spiqa!" meaning "empty!"). Everyone, including that player, simultaneously draws one tile from the pool, and play continues. If the pool is empty when a player would otherwise go out, the game ends immediately and that player wins.

STUCK PLAYERS

If you can't form a valid branching word, draw one penalty tile from the pool and play passes to the next player.

DISPUTE RESOLUTION

Any player may challenge a played word before the next turn begins. If it's invalid per your reference dictionary, it's removed and its tiles return to the challenged player's hand, who loses their turn. If it's valid, the challenger draws one penalty tile.

Full rules & advanced play at
[@marganita_assyrian](https://marganita.com/hagiy)



Vocabulary guide