

RULES
OF

“KAN-U-GO”

REGD. U.S. PAT. OFF.
AND

“KAN-U-GO — ALONE”
(CROSSWORD PATIENCE)

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THE LAST WORD
IN CROSSWORDS

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THE LAST WORD IN CROSSWORDS

PLAYERS

Any number of players from **TWO** to **SEVEN** can play with one pack. Cut for deal. The player obtaining card lettered "A" or nearest to that letter to be the first dealer.

DEALING

TWO players, **TWELVE** cards each
THREE players, **ELEVEN** cards each
FOUR players, **TEN** cards each
FIVE players, **NINE** cards each
SIX players, **EIGHT** cards each
SEVEN players, **SEVEN** cards each

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Stack the remaining cards face downwards on the table. The top card to be turned up and placed along-side.

GAME

THE PLAYER TO THE LEFT OF THE DEALER COMMENCES THE GAME by placing a word of his own choice of 2, 3, or 4 letters (not more than 4) in the centre of the table.

NOTE:—When **six** or **seven** players not more than **three** letters.

Should the first or any subsequent player be unable to form a word, he must discard one card and substitute that card by taking either the turned up lettered card or the one from the top of the blind pack.

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The discarded one is placed face upwards on the top of (or if the turned-up lettered card has been taken, in place of) the turned-up lettered card.

The player making this exchange must then wait his next turn before adding to the Crossword.

Players are not permitted to change cards with one another.

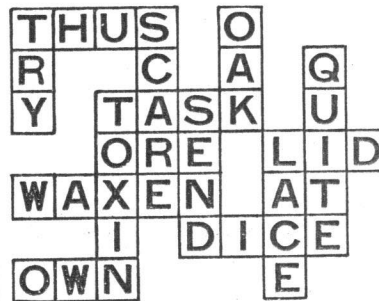
When the first word has been laid down on the table, the player next on the left makes another word (naturally of his own choice) by joining 1, 2, 3, or 4 letters (not more than 4) on to the word already on the table, and so the game continues.

NOTE:—When **six** or **seven** players not more than **three** letters.

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The letters may be added above, below, above and below, to either side, or to both sides, after the manner of a Crossword (see illustration).

EXAMPLE OF HOW THE CROSSWORD BUILDS UP



Pages 26-29 show exactly how the above Crossword is built up.

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Additions can only be made one way at one turn, i.e., across or down.

IMPORTANT.—Where two or more letters appear either across or down they **must make a word both ways**, (see illustration on previous page).

Players are only allowed to attack one position of the Crossword at each turn; for instance, a player is not permitted at one turn to complete the words OWN and OAK shown in illustration.

No unfinished word must ever be on the table.

PLURAL WORDS

Making plural words by using the letters "S" or "ES" (with the following exceptions) is not permitted.

Exception 1—The letter "S" may be added to a word, making it plural if it is being placed down with other letters to make another singular word.

Example—Word on table - TACK. Next player could add the letters S.U.N.K. making the Crossword read—

TACKS
U
N
K

Exception 2—Should the letter "S" be already on the table, letters to form a plural word may be placed in front of it.

Example—Word on table - MAST. Next player could add the letters J.O.Y. making the Crossword read—

J
O
Y
MAST

Plural words that do not have the letter "S" as the final letter, are, of course, permissible.

Example—Crossword reads—

SONG
C
R
TACK
P

Next player could add the letters E.E.S.E. making the Crossword read—

SONG
C E
R E
TACKS
P E

Once a card has been played, it may not be taken up or exchanged.

FREE CARDS

The two "KAN-U-GO" cards are Free Cards, and can be thrown in by the holders when playing their last lettered card in the regular order of play.

Example—If a player has three lettered cards and one or two "KAN-U-GO" cards in his possession and the three lettered cards will fit correctly into the Crossword, he throws the "KAN-U-GO" card or cards in, and wins the round.

Should a player obtain a "KAN-U-GO" card in exchange for his last lettered card, he must await his next turn, and then throw in the "KAN-U-GO" card, thereby winning the round.

THE PLAYER TO GET RID OF ALL HIS CARDS FIRST, ENDS THE ROUND.

The remaining players count their scores from the numbers on the cards left in their hands, each score being entered against the particular player's name.

The cards are then dealt out for another round by the person on the left of the previous dealer.

When any one player reaches a score of 100 (or any agreed number) the game ends and THE PLAYER WITH THE LOWEST SCORE IS THE WINNER.

Only words found in the dictionary being used, are permissible.



"KAN-U-GO-ALONE" (or CROSSWORD PATIENCE)

This entirely new and enthralling game for one player, presents many new and fascinating points which make it definitely the most interesting and absorbing single-player game ever invented.

RULES

FIRST METHOD

NOTE—All the ordinary "KAN-U-GO" Rules such as "letters may be added above, below, above and below; plurals, etc.," apply to this method of Crossword Patience.

Take out the two "KAN-U-GO" Free Cards which are not required in this game.

Shuffle pack well and then deal yourself six cards, which you place (immediately in front of you) side by side, face upwards on the table.

Stack the remaining cards face downwards, the top card to be turned up and placed along-side.

From the six lettered cards in front of you, and the turned-up card along-side the blind pack, choose a word of two, three, or four letters (not more than four) and place it in the centre of the table.

Should you be unable to form a word on this, or any subsequent occasion, turn over cards, one at a time, from the blind pack, placing them on the turned-up lettered card which is along-side, until such time as you can make a word.

Whatever lettered cards are used in making this word must be replaced by cards taken from the top of the blind pack.

Replacing of cards does not apply to the stack of turned-up cards along-side the blind pack unless that stack has been cleared.

Then make another word by joining one, two, three, or four letters (not more than four) to the word in the centre of the table in the usual "KAN-U-GO" Crossword manner.

Each time you take lettered cards from in front of you, replace from the pack as described above.

Continue the game on this basis until the whole of the cards from the blind pack have been used.

With reasonable skill you should be able to complete the Crossword using all letters of the pack. If unsuccessful exercise your "patience" and try again.



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SECOND METHOD

(A little more Patience and Skill required.)

NOTE—All the ordinary "KAN-U-GO" Rules such as "letters may be added above, below, above and below; plurals, etc.," apply to this method of Crossword Patience.

Take out the two "KAN-U-GO" Free Cards, which are not required in this game. Shuffle the pack well, and deal twelve cards to yourself, placing the remainder of the pack face downwards on the table near to hand.

Take up the twelve cards which you have dealt yourself and commence your Crossword by

placing a word of two, three, or four letters (not more than four) in the centre of the table.

Then from the cards left in your hand, make another word by joining one, two, three, or four letters (not more than four) on to the word in the centre of the table in the usual "KAN-U-GO" Crossword manner.

Continue on this basis until you find yourself unable to add further to the Crossword from the cards in your hand.

Then take the top card from off the blind pack.

If this card enables you to add letters to the Crossword making a word, do so. If not, you must

continue to take letters one at a time from the top of the blind pack until you are able to make a correct addition to the Crossword.

Carry on in this manner until such time as you have built all lettered cards correctly into the Crossword, or alternatively, have to admit defeat.



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THIRD METHOD

After obtaining practice by playing our first and second methods, try your skill on this one. It can be done.

NOTE—All the ordinary "KAN-U-GO" Rules such as "letters may be added above, below, above and below; plurals, etc.," apply to this method of Crossword Patience.

Take out the two "KAN-U-GO" Free Cards which are not required in this game. Shuffle the pack well, and then place seven cards, side by side, on the table face downwards.

Cover the last six with another row, then the last five with a further row, and so on, until you have put out twenty-eight cards.

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You will then have in front of you seven stacks of cards, the left-hand stack containing one card only, whilst the right-hand stack contains seven cards.

Turn up the top card of each stack and you are ready to proceed.

From the seven up-turned cards choose a word of two, three, or four letters (not more than four) and place the cards to make this word in the centre of the table.

Turn up the cards you have exposed in taking out your word, and proceed with Crossword building as in the ordinary "KAN-U-GO" game.

When you can no longer continue making up words from the stacks of cards, take the remaining pack (holding them face downwards) and

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turn up every third card, using this card in conjunction with your stacks.

Remember to always use the cards from your stacks in preference to the pack, and when you have been right through the pack, turn this over and start turning up every third card again.

The game is finished or "out" only when the cards in the rows and the pack have been used up.

You should then have a Crossword in which you have used every lettered card or alternatively, have to admit defeat because you have only cards left, from which, when taken in correct order (i.e. every third card) you are unable to make a further correct addition.

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"KAN-U-GO" RACE

Deal cards in normal way as in "KAN-U-GO." Each player immediately arranges his hand as found most convenient and then places it face downwards on the table in front of him. From the rest of the pack the dealer then takes five cards which make a word (a word with two vowels gives added interest) and places this word on the table—thus: COVER. The rest of the pack he shuffles and places face downwards on the table, the top card being turned up, and placed alongside. The dealer then calls "KAN-U-GO" and each player picks up his cards with much speed and the race begins.

The object is to get rid of all your cards as quickly as possible, without

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waiting to play in turn. Words of **any length** may now be added to the cross-word but players making their first addition to the cross-word must play at least three cards and, of course, they must make a complete word in the normal "KAN-U-GO" way. After this addition the player may add from one card upwards, providing it or they, make a complete word. Players are permitted to discard and take from the main pack in the "KAN-U-GO" way—one card at a time.

Should it so happen that the stack of face downward cards is exhausted before the game ends, the dealer calls "Stop" and holds up play until he has taken the stack of face upward cards, shuffled and placed them face downward as at the commencement

of the game. Play then immediately proceeds in the usual manner.

That player wins who first gets rid of all his cards, or is left with a "KAN-U-GO" card (or cards) only. This, or these, he drops on the table and calls "Out."

Scoring is in the usual "KAN-U-GO" way, excepting that each player winning a game (or heat) deducts from his score 20 points or has a minus of 20 points for every game (or heat) he wins. The race is over when one player reaches a score of 100 (or any agreed number), and the winner is the one with the lowest score.



The following detailed example of how a Crossword builds up may be of interest to players.

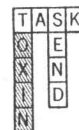
We will presume the first player places on the table the word TASK



The next player adds the letters E.N.D. making the Crossword read—



The next player adds the letters O.X.I.N. making the Crossword read—



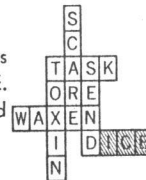
The next player adds the letters W.A.E. making the Crossword read—



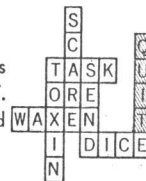
The next player adds the letters S.C.R. making the Crossword read—



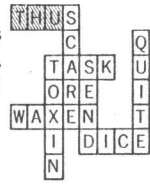
The next player adds the letters I.C.E. making the Crossword read—



The next player adds the letters Q.U.I.T. making the Crossword read—



The next player adds the letters T.H.U. making the Crossword read—



The next player adds the letters R.Y. making the Crossword read—



The next player adds the letters O.A. making the Crossword read—



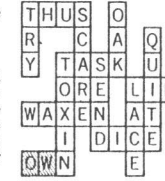
The next player adds the letters L.D. making the Crossword read—



The next player adds the letters A.E. making the Crossword read—



The next player adds the letters O.W. making the Crossword read—



Additions would carry on in the manner illustrated above until one player has disposed of all his cards thereby ending the round.