

# CROSTICON

Crosticon is based on the crossword puzzle principle of forming words horizontally and vertically by placing the lettered pieces on the white spaces on the board.

The object of the game is to capture your opponent's pieces and to have the greatest number of your own pieces on the board when it is filled, thereby scoring points as described below.

Two or four people or groups may play. When only two people are playing they each may use pieces of two colors, if they need additional letters.

## DIRECTIONS

For two people, the players sit at two adjoining sides of the board, not opposite sides.

For four people, the players sit at the four sides of the board and the rotation of turns is the same as in card games.

Each player uses a different colored set of pieces and places them in order on the table in front of him.

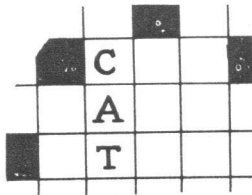
A few pieces are shuffled face down on the table and each player draws one piece, the player drawing the letter nearest the beginning of the alphabet plays first.

Each player may form words only reading from left to right and parallel to his side of the board—the same as you would normally read.

The first player may form any single word in any part of the board, but must not cross any black squares.

The following players form words to fill any unoccupied white spaces or to cross their opponent's words, providing the word so formed has the same letter at the point of crossing as the words then on the board. The player then replaces his opponent's letter on the square so crossed with the same letter of his own color and captures his opponent's piece for score keeping purposes.

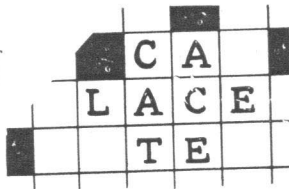
For example the first player forms the word CAT, thus:



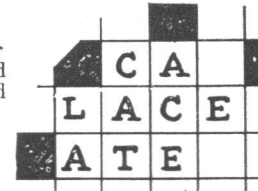
The second player forms the word LACE thus, and captures his opponent's A.



The next player forms the word ACE thus, and captures his opponent's C.



The next player forms the word ATE thus, and captures his opponent's T and E.



The game proceeds as above until all the white squares are filled. Then the game is over. The count taken and the board cleared.

(See scoring below).

A new game may then be started a running score being kept.

Words must not be repeated, except A and I which can be used where peculiar combinations prevent a larger word.

Any word found in an ordinary dictionary may be used except proper names, obsolete words, foreign words, prefixes, suffixes, abbreviations, initials and trade names.

When players become more proficient, words may be formed on diagonal lines; but these words must be formed from letters used in either vertical or horizontal words or both; that is, a diagonal word may not be made except from letters used in other words placed in the usual crossword manner. As example:



In this diagram the diagonal word is in heavy letters. Diagonal words may read up or down and from left to right or from right to left; as example the word in this diagram may read REEL or LEER.

Diagonal words of three or more letters in any place on the board score proportionately with their length. The one who completes the word scores and they must so indicate by placing one of their pieces face down at the end of the word. If it does not end at a black space the pieces should be placed under the piece which ends the word. The competitor's pieces are not captured for diagonal words the points scored more than offsetting this. If by the end of the next player's turn the player who completes a diagonal word does not claim it the first person to do so may place their piece face down as above and score for same. If two or more players claim it at one time no one shall be allowed to use it.

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### SCORING OF POINTS

The special number of points scored for diagonal words are as follows: Diagonal words of 3 letters—50 points; 4 letters—75 points; 5 letters—110 points; 6 letters—160 points; 7 letters—250 points.

The player having the most pieces on the board at the end of the game is credited with 100 points on his score.

If two or more players have the same number of pieces on the board at the end of the game they shall divide the 100 points evenly.

Each player to re-obtain his own pieces exchanges captured pieces with his opponent's and players having a surplus of captured pieces score ten points for each piece.

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