

CROSSWORD - O - GRAMS

A Crossword-O-Gram is a complete diagram. It is constructed with the lettered and black tablets in the box, by correctly placing the answers to the questions in a Crossword-O-Gram Puzzle and placing the black tablets in their proper positions. The Crossword-O-Gram Puzzle is solved the same way that the regular Crossword puzzle is solved. That is, you answer the questions in the "Across" and "Down" columns of a Crossword-O-Gram the same as you would answer the questions in the "Across" and "Down" columns of a regular Crossword puzzle.

In addition to solving the questions of each problem, you must construct the proper Crossword-O-Gram. Definite "Keys" for helping you solve these puzzles are listed below the questions of each puzzle. These "Keys" are listed in their proper order and show:

- (a) The question number and the proper line of the diagram on which they belong.
- (b) The number of black tablets (which are shown in the "Key" as BT) that are needed on each line to construct the proper Crossword-O-Gram.

Thus you know, by referring to the "Key" listed below the questions in Problem 1, that the top line of the completed diagram of Problem 1, or Line 1 Across, contains the answers to questions 1, 5 and 8 and 2 BT or 2 black tablets, as shown in the illustrated diagram.

The black tablets are used to separate the last letter of each word from the first letter of the next succeeding word. Black tablets are also used below or directly alongside of a dead letter.

A dead letter is a letter that is used as part of one word only. That is, if a letter is part of a word in the Across column and this same letter is not part of a word in the Down column, then this letter is known as a dead letter.

Questions are numbered consecutively. They always begin with Question No. 1. They are listed in the order in which they appear on the Crossword-O-Gram, beginning on the left side of Line 1 or the top line. Thus, if the first

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THE NEW NATIONAL GAME

DUIT

OVER 125
BRAIN TEASERS AND
HOW TO SOLVE THEM

CROSSWORD - O - GRAMS
ANAGRAMS — SCRAMBLED LETTERS
STEPPING STONES
GHOST — HIDDEN WORD
SCRAMBLED LETTER SQUARES
WORD LADDERS

letter on the left side of the top line, begins a word going across. it would be listed as Question 1 in the Across column. But, if the first letter on the left side of the top line also begins a word going down, it would again be listed as Question No. 1 in the Down column. Either way, Question 1 must then start with the first letter on the left side of the top line. The next letter that starts a new word, whether it is a word going down or across, must be Question No. 2. Question 2 does not necessarily have to begin with second letter on left side of the top line. By referring to the Key listed below the Questions in the Across and Down columns, you will obtain the information you need. For example: If question 1 was listed in the Across Key as being on line 1 or the top line and Question 1 was also listed in the Down Key as being on the first line going down, then you know that the first letter of the answer to Question 1 going both Across and Down, begins in the upper left hand corner of the Crossword-O-Gram to be made. Now if the answer to Question 1 in the across column is a four letter word, and Question 2 is listed as being on the third line in the Down Key, then Question 2 begins with the third letter of the answer to Question 1 Across. This would make the second letter of the answer to Question 1 a dead letter.

No word is hyphenated to carry over onto the next line. New words always begin alongside or under the black squares.

The number in parentheses after each question, designates the number of letters in the correct answer word to that particular question.

Use the lettered and black tablets in the box for constructing the Crossword-O-Grams.

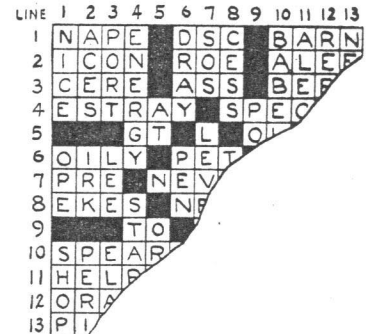
Only thirteen square Crossword-O-Grams are used in this book. Each Crossword-O-Gram is different.

DIRECTIONS

You may start with either the "Across" or "Down" column of any problem to begin the construction of the Crossword-O-Gram for that particular problem. You will find it much simpler though, to first answer the questions that are to be placed on the top line or line 1 going across. By referring to the "Key" directly below the

questions of the problem you are solving, you will readily see the question numbers that are to be answered and placed on the top line or line 1 Across. Then solve those questions in the "Down" column, the answers of which begin with the various letters that are part of the completed top line or Line 1 Across.

Problem No. 1 and an illustrated part of the completed diagram of Problem No. 1 will be used for illustration so that you will more readily be able to follow directions.



Start with the questions that are listed in the Across Key of Problem 1 on Line 1 or the top line of the Crossword-O-Gram. The Questions listed in their order are Nos. 1, 5, 8 and 2 BT. This means that the proper answers to Questions 1, 5, 8 and 2 black tablets will complete the top line. The black tablets of course must be properly placed. Now refer to the Questions in the Across column that are numbered 1, 5 and 8. Start with the first question or Question No. 1. This question is listed as follows: "Back of the neck" (4). This means that the answer to "Back of the neck" is a four letter word as shown by the (4). Now refer to the illustration printed herewith. The first word on Line 1 or the top line is "Nape". Place the letters NAPE which you will find in the box, on the table in front of you. Place a black tablet directly alongside the letter E which is the last letter of this word, because there must be at least one black tablet between

the last letter of one word and the first letter of the next succeeding word. Now answer the next question in the Across column. This is question 5 and is listed as "Department Street Cleaning" (abbr.) (3). This means that the answer to this question contains three letters as shown by the (3). Refer again to the illustration. The second word on Line 1 or the top line is the abbreviation of "Department Street Cleaning" D.S.C. This is the correct answer to Question 5. Place the letters DSC on the table directly alongside and next to the black tablet that is already on the table. Now place a black tablet next to the C which is the last letter of this word. Now answer the third and last question to be placed on the top line, which is Question 8. This question reads "Storehouse for hay" (4). The correct answer to this question is a four letter word as shown by the (4). The illustration shows that the correct answer to this question is Barn. Place the letters BARN on the table next to the second black tablet. Thus far you have placed the thirteen tablets which are shown in the Key as belonging on the first line in their proper places. Inasmuch as this Crossword-O-Gram only contains thirteen tablets on each line, the top line or Line 1 is complete.

Now begin with the questions in the Down column. The first question listed in the Down column of Problem 1 is Question 1. By referring to the Down Key under the Down Questions of this problem, you will notice that Question 1 must be placed on the first line down. This line is the extreme left line of the Crossword-O-Gram. Question 1 Down, therefore, begins with the first letter of the first word on the top line, because the first letter of the first word on the top line is located on the extreme left end of the top line. After you have answered this question, go on to the next question. This is listed as Question 2 Down. By referring to the Down Key again, you will see that Question 2 begins on the second line going down. This question then must begin with the second letter of the first word on the top line, because the second letter of the first word on the top line is in column 2. (Refer to the illustration). Now you can go on with the balance of the questions.

PROBLEM No. 1

ACROSS

- Back of the neck (4)
- Department Street Cleaning (abbr.) (3)
- Store house for hay (4)
- Likeness (4)
- Spawn of fishes (3)
- To the lee side (4)
- Wax (4)
- Donkey (3)
- Vegetable (4)
- Unclaimed domestic animal (6)
- Spots (6)
- Great (abbr.) (2)
- Olympiad (abbr.) (2)
- Full of oil (4)
- Favorite (3)
- Killed (4)
- Prefix (3)
- Not ever (5)
- Organ of hearing (3)
- Pieces out (4)
- Born (3)
- Cautious (4)
- Towards (2)
- Him (2)
- Lances (6)
- Padded cushion on horse's back (6)
- Aid (4)
- Friend (3)
- Wholesome (4)
- Verbal (4)
- Self (3)
- Otherwise (4)
- Tree (4)
- Small mark (3)
- Noticed (4)

DOWN

- Good (4)
- Units (4)
- Haven (4)
- Power of force (6)
- Vehicle (4)
- Call for help (3)
- Assess (4)
- A tower named in Biblical history (Pl.) (6)
- Man's name (4)
- Emit vapor (4)
- Used to catch fish (Pl.) (4)
- By (2)
- River in Italy (2)
- Starting bar (5)
- Open (Poet.) (3)
- Bother (3)
- Confederate General (3)
- Writing implement (3)
- Small mound of dirt (3)
- Grassy field (3)
- Organ of hearing (3)
- Twisted (3)
- Main element (6)
- Split (6)
- Either (2)
- Exclamation (2)
- Store (4)
- Around (Prefix) (4)
- Ardor (4)
- Ran (4)
- Slit (4)
- Money given to unemployed (4)
- Waste (4)
- Paradise (4)
- Before (3)

Across

- | | |
|------|--------------------|
| Line | |
| 1 | No. 1, 5, 8—2BT |
| 2 | No. 12, 13, 14—2BT |
| 3 | No. 15, 16, 17—2BT |
| 4 | No. 18, 20—1BT |
| 5 | No. 22, 24—8BT |
| 6 | No. 25, 28, 30—2BT |
| 7 | No. 34, 35, 36—2BT |
| 8 | No. 37, 39, 40—2BT |
| 9 | No. 41, 43—8BT |
| 10 | No. 44, 48—1BT |
| 11 | No. 52, 53, 55—2BT |
| 12 | No. 56, 57, 58—2BT |
| 13 | No. 59, 60, 61—2BT |

KEY

- | | |
|------|--------------------|
| Line | |
| 1 | No. 1, 25, 44—2BT |
| 2 | No. 2, 26, 45—2BT |
| 3 | No. 3, 27, 46—2BT |
| 4 | No. 4, 38—1BT |
| 5 | No. 19, 42—8BT |
| 6 | No. 5, 28, 47—2BT |
| 7 | No. 6, 23, 54—2BT |
| 8 | No. 7, 29, 48—2BT |
| 9 | No. 21, 43—8BT |
| 10 | No. 8, 40—1BT |
| 11 | No. 9, 31, 49—2BT |
| 12 | No. 10, 32, 50—2BT |
| 13 | No. 11, 33, 51—2BT |

PROBLEM No. 2

- | | |
|--|--|
| <p>ACROSS</p> <ol style="list-style-type: none"> 1. Rank of Nobility (5) 6. Land next to the sea (5) 11. Childs School Book (6) 13. Prison Keeper (6) 14. Blood vessel (6) 15. Entice (6) 16. A large vessel (3) 17. Nothing (3) 18. (Prefix) Wrong (3) 19. (Latin)—and others (4) 21. Salt (3) 22. (Scot) Once (4) 23. Girls name (4) 26. Be (2) 27. Speck (3) 28. Loiter (3) 30. Is (2) 33. Very light (4) 36. A sudden slide (4) 37. Baseball enthusiast (3) 38. Window (4) 40. A Low fellow (3) 41. Over (contraction) (3) 43. Streets (abbr.) (3) 44. A reparation (Fr) (6) 46. Smashes (6) 48. Read again (6) 49. Picture machine (6) 50. City in Prussia (5) 51. Over grown with moss (5) | <p>DOWN</p> <ol style="list-style-type: none"> 1. Fearless (5) 2. Combine with air (6) 3. Stem of East India Cane (6) 4. Poem (3) 5. Former Ruler of Rome (4) 6. Shout (4) 7. A Lubricant (3) 8. College Grads (6) 9. A connected succession (6) 10. A lock of hair (5) 12. Railway (abbr.) (2) 13. Prison (4) 17. Horse (3) 20. Cover (3) 24. Hound (3) 25. Strike Gently (3) 29. A break (3) 30. Censures (6) 31. Large Ducks (6) 32. Automobile (3) 34. Strikes with a whip (6) 35. Penetrates (6) 36. Frighten (5) 37. Nourish (4) 39. A composition (5) 41. Old Danish (abbr.) (4) 42. Madam (contraction) (4) 45. Born (3) 46. Before Christ (abbr.) (2) 47. Star Military Order (Ab.) (3) |
|--|--|

PROBLEM No. 3

- | | |
|--|--|
| <p>ACROSS</p> <ol style="list-style-type: none"> 1. Razor stone (4) 5. In a new way (4) 9. Mexican title (5) 10. Not ever (5) 12. Goddess of Harvests (5) 14. Biblical word of unknown meaning (5) 16. Color (3) 17. A fungus (5) 18. Bind (3) 19. One (2) 22. Points of the compass (2) 23. Thin piece of baked clay (4) 26. Mental anguish (4) 29. Pulp fruit (Pl.) (11) 31. A drink (4) 32. South American Country (4) 34. From (2) 37. Vice President (abbr.) (2) 38. Prefix—three (3) 40. Tumble (5) 42. Small mound of dirt (3) 43. Closed car (5) 45. Specte of iris (5) 47. Largest state in U. S. (5) 49. Sea (5) 50. Mends (4) 51. Glide smoothly (4) | <p>DOWN</p> <ol style="list-style-type: none"> 1. Group of animals (4) 2. Any (3) fi 3. Organ of smell (4) 4. Suffix (2) 5. One (2) 6. Bird's home (4) 7. First woman (3) 8. An edging (4) 9. Saw (P.P.) (4) 11. Cloud water (4) 12. Steep rock (4) 13. Urge on (3) 15. Listen to (4) 20. Containing nitrogen (5) 21. Sleeping noise (5) 23. Label (3) 24. Lion (3) 25. Unit of work (3) 26. Energy (3) 27. Beverage (3) 28. African Buffalo (3) 30. Parcels of land (4) 33. Imitates (4) 35. Worry (4) 36. Strike (3) 37. Blood vessel (4) 39. 15th of March (4) 40. Snow (Scot.) (4) 41. Door fastener (4) 42. Street car (4) 44. Instrument for chopping (3) 46. Portugese coin (3) 48. Steam Ship abbr.) (2) 49. Old Style (abbr.) (2) |
|--|--|

- Across
- | | |
|------|--------------------|
| Line | |
| 1 | No. 1, 6—3BT |
| 2 | No. 11, 13—1BT |
| 3 | No. 14, 15—1BT |
| 4 | No. 16, 17, 18—3BT |
| 5 | No. 19, 21, 22—2BT |
| 6 | No. 23, 26—5BT |
| 7 | No. 27, 28—7BT |
| 8 | No. 30, 33—5BT |
| 9 | No. 36, 37, 38—2BT |
| 10 | No. 40, 41, 43—3BT |
| 11 | No. 44, 46—1BT |
| 12 | No. 48, 49—1BT |
| 13 | No. 50, 51—3BT |

- KEY
- | | |
|------|-------------------|
| Line | |
| 1 | No. 1, 36—3BT |
| 2 | No. 2, 30—1BT |
| 3 | No. 3, 31—1BT |
| 4 | No. 4, 20, 45—3BT |
| 5 | No. 5, 24, 41—2BT |
| 6 | No. 12, 37—5BT |
| 7 | No. 17, 32—7BT |
| 8 | No. 13, 46—5BT |
| 9 | No. 6, 25, 42—2BT |
| 10 | No. 7, 29, 47—3BT |
| 11 | No. 8, 34—1BT |
| 12 | No. 9, 35—1BT |
| 13 | No. 10, 39—3BT |

- Across
- | | |
|------|--------------------|
| Line | |
| 1 | No. 1, 5—5BT |
| 2 | No. 9, 10—3BT |
| 3 | No. 12, 14—2BT |
| 4 | No. 16, 17, 18—2BT |
| 5 | No. 19, 22—6BT |
| 6 | No. 23, 26—3BT |
| 7 | No. 29—2BT |
| 8 | No. 31, 32—3BT |
| 9 | No. 34, 37—6BT |
| 10 | No. 38, 40, 42—2BT |
| 11 | No. 43, 45—2BT |
| 12 | No. 47, 49—3BT |
| 13 | No. 50, 51—5BT |

- KEY
- | | |
|------|-------------------|
| Line | |
| 1 | No. 12, 30—5BT |
| 2 | No. 9, 35—4BT |
| 3 | No. 1, 23, 39—2BT |
| 4 | No. 2, 20, 44—2BT |
| 5 | No. 3, 24, 40—2BT |
| 6 | No. 4, 25, 48—4BT |
| 7 | No. 13, 36—6BT |
| 8 | No. 5, 26, 49—4BT |
| 9 | No. 6, 27, 41—2BT |
| 10 | No. 7, 21, 46—2BT |
| 11 | No. 8, 28, 42—2BT |
| 12 | No. 11, 37—4BT |
| 13 | No. 15, 33—5BT |

PROBLEM No. 4

- | | |
|---|---|
| <p>ACROSS</p> <ol style="list-style-type: none"> 1. Green plant on which cattle feed (5) 5. To search (5) 10. Force air violently through nose. (5) 12. Feeble-minded (5) 14. Military station (4) 15. A flap (3) 17. College town in England (4) 18. Girl's name (3) 19. A small candle (5) 21. Self (3) 22. Pertaining to (3) 23. Neither (3) 24. Affirmative (3) 26. Eastern Central (abbr.) (2) 27. Made from grapes (4) 28. Plot of ground (4) 30. Decay (3) 31. Even (Poet.) (3) 33. Spoken (4) 36. A vessel (4) 39. Exclamation (2) 41. Period of time (3) 42. Hotel (3) 43. Royal Navy (abbr.) (2) 44. Printer's types (3) 46. Pertaining to tin (5) 49. Woman of a religious order (3) 51. Every (4) 52. Born (2) 53. Flat strip of paper (4) 55. Picture (5) 55. Medicine used for colds (5) 56. Rock (5) 57. Get drunk (5) | <p>DOWN</p> <ol style="list-style-type: none"> 1. An imaginary being (5) 2. Bright (4) 3. Cunning (3) 4. Street (2) 6. Egyptian sun god (2) 7. Single (3) 8. Chew (4) 9. A biographical memoir (5) 10. Lean (5) 11. Hat (3) 13. Son of Cain (5) 15. Allowance in weight (4) 16. Turkish governors (4) 19. Weight (3) 20. Portugese coin (3) 23. Saltpetre (5) 25. Vessel (5) 27. To court (3) 29. Elongated fish (3) 32. Peep (5) 34. Cunning (3) 35. Lie (P.P.) (4) 36. Tree (4) 37. One (3) 38. Affix (5) 40. Female servants (5) 43. Coin of India (5) 45. Scotland (abbr.) (4) 47. Recent (3) 48. Joint of the neck (4) 50. High Turkish Order (abbr.) (3) 52. A sailor (3) 54. Upon (2) 55. Vice President (abbr.) (2) |
|---|---|

- Across
- | | |
|------|------------------------|
| Line | |
| 1 | No. 1, 5—3BT |
| 2 | No. 10, 12—2BT |
| 3 | No. 14, 15, 17—2BT |
| 4 | No. 18, 19, 21—2BT |
| 5 | No. 22, 23, 24, 26—3BT |
| 6 | No. 27, 28—3BT |
| 7 | No. 30, 31—7BT |
| 8 | No. 33, 36—3BT |
| 9 | No. 39, 41, 42, 43—3BT |
| 10 | No. 44, 46, 48—2BT |
| 11 | No. 49, 51, 52—2BT |
| 12 | No. 53, 55—2BT |
| 13 | No. 56, 57—3BT |

- KEY
- | | |
|------|-----------------------|
| Line | |
| 1 | No. 10, 32—3BT |
| 2 | No. 1, 40—2BT |
| 3 | No. 2, 27, 45—2BT |
| 4 | No. 3, 23, 50—2BT |
| 5 | No. 4, 19, 34, 54—3BT |
| 6 | No. 15, 35—3BT |
| 7 | No. 11, 47—7BT |
| 8 | No. 16, 36—3BT |
| 9 | No. 6, 20, 37, 55—3BT |
| 10 | No. 7, 25, 52—2BT |
| 11 | No. 8, 29, 48—2BT |
| 12 | No. 9, 43—2BT |
| 13 | No. 13, 38—3BT |

PROBLEM No. 5

- | | |
|--|---|
| <p>ACROSS</p> <ol style="list-style-type: none"> 1 Unit (3) 3 Spirit of the Air (5) 8 Poisonus Snake (3) 11 Company (abbr.) (2) 12 Strutting Horse (7) 13 Mythical Maiden loved by Jupiter (2) 14 Small Child (3) 16 Shelter of Canvass (Pl.) (5) 17 Before (3) 18 Waste (4) 20 Ripped (4) 22 All correct (abbr.) (2) 23 Mineral Spring (3) 25 You and I (2) 23 Great (7) 32 Also (3) 34 Eagles Nest (5) 35 Place (3) 36 Eternal (11) 39 (Latin)—And (2) 40 London North East (abbr.) (3) 41 Egyptian Sun God (2) 42 Arches (4) 44 Jump Rope (4) 46 Small Rude Dwelling (3) 47 Seize without right (5) 51 Loiter (3) 53 Either (2) 54 Burdensome (7) 55 That is (abbr.) (2) 56 Touch Lightly (3) 57 Avarice (5) 58 Suffix Relating to (3) | <p>DOWN</p> <ol style="list-style-type: none"> 1 Perform (3) 2 Self Controlled (4) 3 Esthetic (4) 4 Scot-Roe (3) 5 Hostelry (3) 6 Outside (combining form) (3) 7 Unless (4) 9 To Begot (4) 10 American Author (3) 13. Anger (3) 15 Also (3) 17 Before (3) 19 Snow Runner (3) 21 Indebted (3) 23 Odor (5) 24 Per Annum (Abbr.) (5) 25 A plant (5) 27 Digit of the foot (3) 29 Spoil (3) 30 Sit (3) 31 Wooden Pin (3) 33 Open to view (5) 35 Slow or lazy person (5) 37 And so forth (abbr.) (3) 38 Vex (3) 42 Gentle breeze (4) 43 Chanted (4) 44 A Potato (4) 45 Received payment (4) 46 Burning (3) 48 Sermon (abbr.) (3) 49 Exercise (3) 50 Small Deer (3) 52 Turn to the right (3) |
|--|---|

- Across
- | | |
|------|--------------------|
| Line | |
| 1 | No. 1, 3, 8—2BT |
| 2 | No. 11, 12, 13—2BT |
| 3 | No. 14, 16, 17—2BT |
| 4 | No. 18, 20—5BT |
| 5 | No. 22, 23, 26—6BT |
| 6 | No. 23—4BT |
| 7 | No. 32, 34, 35—2BT |
| 8 | No. 36—2BT |
| 9 | No. 39, 40, 41—6BT |
| 10 | No. 42, 44—5BT |
| 11 | No. 46, 47, 51—2BT |
| 12 | No. 53, 54, 55—2BT |
| 13 | No. 56, 57, 58—2BT |

- KEY
- | | |
|------|-------------------|
| Line | |
| 1 | No. 1, 46—6BT |
| 2 | No. 2, 27, 42—2BT |
| 3 | No. 15, 33—3BT |
| 4 | No. 19, 37—5BT |
| 5 | No. 3, 29, 43—2BT |
| 6 | No. 4, 23, 43—2BT |
| 7 | No. 5, 24, 49—2BT |
| 8 | No. 6, 25, 50—2BT |
| 9 | No. 7, 30, 44—2BT |
| 10 | No. 21, 35—5BT |
| 11 | No. 17, 35—3BT |
| 12 | No. 9, 31, 45—2BT |
| 13 | No. 10, 52—6BT |

SCRAMBLED LETTERS

DIRECTIONS

Use the letters in the box. Only use those letters that are designated in each word.

Place these letters on the table and unscramble them.

If placed in their proper order, they will spell correctly the names that are scrambled on the following pages.

Example

FGERFAI

Placed correctly, these letters spell

GIRAFFE

SCRAMBLED LETTERS

STATES OF UNITED STATES

AFILODR
AAABLMA
AAICLFRNOI
GHWTSAOINN
AANDEV
YGMWONI
NOOGER
EIMNA
DYLAARNM
IIIRAVGN
GGRAIEO

COUNTRIES OF THE WORLD

DLEGNNA
AAACDN
AISRSU
EIASRP
DNIIA
YKRTEU
BAVIIOL
NDFLWDEOAUNN
RYMGNAE
PILRTOI

SCRAMBLED LETTERS

FLOWERS

NPSAY
HDAAIL
RNMGIAUE
KLLOOHHC
TNNCRAAIO
TEOLVI
DHCOIR
SREO
KRRPSLUA
YDSIA

BIRDS

LPCNAEI
MNGLFIAO
EOHRN
GTEER
TCAOEV
KCDOHOWUC
SURGEO
YKREUT
ETVUULR
PWRSROA

SCRAMBLED LETTERS

FISH

POOUTSC
RCPHE
KEECMLRA
RHKAS
WONIMN
RDFLNUOE
LWEHA
PHMISR
NSDREAI
HNGIRRE

ANIMALS

IRCNRSOHEO
HAPLTNEE
GTRIE
SHREO
RBEEAV
ALAML
KKSNU
EARNTPH
DPLRAOE
YKNMEO

WORD LADDERS

(LADDER-GRAMS)

You are given the bottom and top words or rungs of the ladder. The problem is to change the Bottom word into the Top word. Start with the Bottom word, and work towards the Top word. Place the Bottom word on the table in front of you. Now place duplicates of the first two letters of this word directly above the letters that are on the table. The problem now is to add a letter in front of the two letters on the table to form a real word. After you have this word, follow the same procedure until you have reached the top word or rung of the ladder.

See the example below.

EXAMPLE

BOTTOM WORD		TOP WORD
ANY		WAS
	WAS	
	Drop the P and you have the top word. ASP	
	Drop the A and add the A SPA	
	Drop the N and add the S PAN	
	Drop the Y and add the P ANY	

Each Rung Must Consist of a Real Word

WORD LADDERS

(LADDER-GRAMS)

BOTTOM WORD		TOP WORD
RED	To Form	HAT
WET	To Form	LAP
ELM	To Form	ERA
END	To Form	WAS
GET	To Form	GAS
ELK	To Form	TWO
END	To Form	THE
TEA	To Form	SHE
ELM	To Form	BUS
ELF	To Form	USE

STEPPING STONES

The object of this game is to change one word into another by the smallest possible number of steps. Any one letter may be changed at one time, and each word must be a real word. Letters must be kept in their original order.

Start from the first word as in the example.

DO NOT CHANGE THE ORDER OF THE LETTERS IN
THE WORD

Example

Change **Beat** to **Lose**

BEAT
Change E to O

BOAT
Change B to C

COAT
Change A to S

COST
Change C to L

LOST
Change T to E

LOSE

STEPPING STONES

Change

BUS to CAB
TWO to SIX
EYE to ARM
SHIP to SAIL
SEED to TREE
SING to TALK
ROSE to PALE
DESK to NOTE
FINE to GOOD
LAST to NONE
LORE to TALE
RIDE to WALK
WILL to WONT
COLD to HEAT
COST to DEAR
COAT to HOOK
FARM to HAND
SHOT to DRAW
MISER to PAYER
TIGER to MOLES
STALL to PLATE
SMILE to WHINE
SHAVE to PLACE
SPEND to SWEET

ANAGRAMS

An Anagram is a word, phrase, or sentence formed by rearranging all of the letters (in different order) to make another word, phrase or sentence.

Example WASHINGTON

When the letters of the original word are rearranged properly they form words.

SAW NOTHING

Place the following letters on the table. Rearrange them in their proper order.

Presidents of the United States

Are no friends to Love Klan L?
We get a song! Hingro!
J! No Moss at Reef! H.F.
I. W. W.! Slow! No Door!
Ring Hard A New R
A. Brill Hannam Co.
Her Rover to be H.
Memo! Drill All Fir
Yes! Bar The Ford! Hur
Ruth Has Ceterra

We have listed on this page, 10 examples of Anagrams.

You will derive a lot of pleasure by making your own Anagrams, using the letters in the box.

ANAGRAMS

Rules for Playing the Game of Anagrams

The game can be played by any number of persons, usually not less than two or more than six, although as a solitaire game it gives one many interesting hours alone.

The game is played by the formation of words or sentences using the cardboard tablets, each one having a single letter printed on one side. Games are played according to rules and a prize or prizes may be distributed to the winner or winners.

The tablets are placed on the table (to one side) with the letters turned down and are mixed up so that the letters cannot be seen until drawn. The game commences by each player drawing a letter. The player having the letter nearest the beginning of the alphabet begins the game by placing the letter drawn in the center of the table, face up; this begins a pool from which players can take letters to form words.

The first player, after placing his letter in the center of the table, immediately draws another letter from those that are turned down and places that letter before him.

The player to the left now follows by placing his first letter in the pool and drawing again from those turned down and places same before him.

The third player now takes his turn, and if his first letter will combine with the letters in the pool to form a word, he can take them, forming a word in front of him. He now draws a letter immediately after making his play and retains it until his next turn.

The players now follow in turn in the same manner as above, and if the letter to be played will unite with the letters of a word in front of another player, to form a new word, such letters can be taken by the player for himself. Letters taken may be re-arranged in any manner to

ANAGRAMS

- (a) Limit of time to form words, in most cases one or two minutes.
- (b) The player who first holds ten words is the winner, or when four or more are playing six words is the winner.

Games can be played in opposite pairs as partners and partners may make suggestions to each other. The game of Anagrams may be played by using geographical and historical names or names of authors and celebrated persons.

ILLUSTRATIONS

Of Plays for Various Forms of the Game of Anagrams

NEAR add V makes RAVEN
BIRD add E makes BRIDE
DEAR add M makes DREAM
TRAIL add E makes RETAIL
ROAD add E makes ADORE
MYTH add R & M makes RHYTHM
ACHES add O & C makes COACHES
SPIDER add A & A makes PARADISE
DOOR add T & A & N makes TORNADO
THE add A & F & R makes FATHER
TRIES add W makes WRITES
TRIES add P makes PRIEST
TRIES add F makes STRIFE
TRIES add S makes RESIST
TRIES add M makes MERITS
TOWER rearranged makes WROTE
MEAT rearranged make TAME
MEAT rearranged makes TEAM
GEAR rearranged makes RAGE
SEATED rearranged makes TEASED
SENT add PRIDE makes PRESIDENT
DEED add STAB makes BEDSTEAD

make new words together with the letter the player is holding. Letters in the pool may be used by any player in turn for the following: (a) To combine with one of his own words to make a new word. (b) To combine with the word of another player. (c) To unite two or more words of another player. (d) To unite two or more of his own words, so as to protect them from capture. It is good playing for a player to add to his own words. No word can be taken unless a letter is added even though the letters are re-arranged to form a new word. All the letters of words taken from another player must be used in a new combination; they cannot be separated to form two words. If a player cannot capture a word from another, he may change any of his own words by the addition of his letter in hand or any letters from the pool. No duplicate words are allowed in a player's own column. Words cannot be captured by changing from singular to plural, or from present to past tense, or by a change in the spelling when the meaning and pronunciation remain the same. However, a player may change one of his own in either way.

Any player may challenge another when it is noted that a word is mis-spelled or not formed according to the rules of the game, and if the word is found to be incorrect or a false play, the player must replace letters taken and forfeits his turn, holding the drawn letter until the next time around. Any player challenging a player, and if the word is found to be correct, the challenger forfeits his turn. A challenge can only be made after the next in turn has played and without reference to any dictionary. No play is allowed which is the result of assistance from another player or outsider, in which case the player forfeits his turn. Usually a dictionary is at hand only for the purpose of deciding a challenge.

The following is usually some of the agreements made at the commencement of the game:

HIDDEN WORD

The letters in the Hidden Words run consecutively, and will sometimes spread over three or more words.

Read the following sentences carefully. There is a Hidden Word in each sentence.

Place the sentence on a table. Move the end letters of one word toward the first letters of the next word. Do that with all the words until you find the Hidden Word.

Example

Rocks are bad paving, lad, stones are much better.

The Hidden word is—Gladstone.

GHOST

The object of the game of Ghost is to try and force other players in the game to finish a word by the addition of a letter and at the same time refrain from ending a word yourself.

The game can be played by any number of persons, preferably in groups of four or more.

DIRECTIONS

Place the box containing the lettered and black tablets in front of someone who is not playing. He or she will be the judge. The judge should also have a dictionary handy and a score sheet. The judge's decisions are final. If there are only players in the room, then they must make all decisions themselves.

Any player may start the game. Only words of four or more letters are used. The first player asks the judge for the letter he wants. This letter is placed on the table, face up. This letter must be the first letter of a word of four or more letters, which the first player keeps in his mind. The next player to the left then asks for a letter, which is then placed next to the one on the table. This player, too, must have a word in his mind of four or more letters, beginning with the two letters already placed. The third player now asks for his letter, which is then placed next to the two letters already on the table. The third player is usually in the best position to force the next player to end the word, inasmuch as the addition of the fourth letter by the next player might make a four letter word. The play goes around the table in this fashion until one of the players is forced to end the word.

HIDDEN WORD

Fruits and Vegetables

1. Will you do that for me, old chap, please?
2. Tom! A tool is missing from the shed.
3. I lost my diamond clasp in a church.
4. Don't give the little babe ether, Doctor.
5. Don't stop each others progress.

Animals

1. Give me a watch or seal skin bag.
2. Jerry! I want you to be a very good boy.
3. I must be on the job early to-day.
4. So sorry we came late, we missed the bus.
5. Call a man to fix the pipes.

GHOST

When a word is ended in the opinion of any one of the players, that player may shout "Ghost". If in the opinion of the judge the word is ended, the player who added the last letter receives a black tablet. If the judge rules that the word is not ended, then the player who shouted "Ghost" receives the black tablet.

It is the privilege of any player to challenge the last player for his "word". Should the last player meet the challenge with a word contained in the dictionary, then the challenger receives a black tablet. If the last player cannot meet the challenge, then he receives the black tablet.

No player can be challenged after the next succeeding player has placed a letter on the table. In other words when the second player has placed a letter on the table, the first player cannot be challenged for his word.

Three black tablets eliminate a player from the game. A player who is eliminated is now a "Ghost".

No player may speak during the game, except to ask for his letter, to challenge another player, or to shout "Ghost". A black tablet is the penalty for speaking.

Players who are "Ghosts" have the privilege to speak and to try and make other players speak. No unfair methods are to be used. The opinion of the judge in this respect is final.

The game continues until only one player remains.

SCRAMBLED WORD SQUARES



In these puzzles the letters in each line must be re-arranged to make a real word. When you have solved all the words in the square, place them underneath each other in such a way that they will form a word square.

Keep the letters of each word together.

Example:

NEAD
SATK
DENS
ETME

When these letters are rearranged properly, the letters spell the same word across as they do down.

MEET
EDNA
ENDS
TASK

SCRAMBLED WORD SQUARES



G N A
A I N
N W I

ETA
TNE
REE

UNN
NOE
DNE

S A W
E E S
Y A E

E R D
W E E
N D E

ERAA
TAEM
APLM
TAPH

ISAA
PALE
AEPR
EEAS

SWTE
LEID
SITM
SOLW

ONRI
EOND
DIEN
OENR

EDIA
ITSR
IDET
ARED

SCRAMBLED WORD SQUARES



HARPS
NEARL
ASPML
EHRAS
AANRE

ERTTA
ECLAI
RCTAT
PPELA
PRIER

ERAWT
YTSRT
LATIY
STELF
ISWTF

EIDRR
DOAER
EECSR
TTCAR
SETSR

RAHSP
TAMSP
HAMSS
TLM AA
TLRAA

CHECKERS



A checker board is printed on the bottom of the box. Use as checkers the lettered tablets for the whites, and the black tablets for the blacks.

Proceed to play the usual, conventional game of checkers.