

cards, the hand is over and the cards are reshuffled and dealt again.

Where different letters appear on the same card, the player makes a choice as to the letter to be used. Such cards, known as "dual" cards, are those showing J and K or X and Z, and they may be used for any of those letters, in the proper places. "Dual" card QU is to be used only where that combination of letters appears in such words as "question," "quote," etc.

Larger groups of players should use 2 "Spellola" Decks.

SCORING CHART

Each letter in a word, or letters added to an original word, scores 1 point. For example:

1 letter	1 point
2 letters	2 points
3 letters	3 points
and so on.	

First player to get 100 points wins. In addition, the winner is awarded 100 extra points.

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"SPELLOLA"

The Fun-Way to Learn and Play.
A "Spelling Bee" Game for Children
and Grown-ups, too.

- EDUCATIONAL; HELPS TEACH SPELLING
- MAKES HOMEWORK STIMULATING
- ENCOURAGES "SLOW" LEARNERS; PROMOTES MORE RAPID PROGRESS
- HELPS DEVELOP WORD RECOGNITION AND ASSOCIATION
- IDEAL FOR HOME TUTORING
- USE WITH SCHOOL SPELLING BOOKS

Approved by Educators
for
Home and School

F. G. ELLERMAN & CO., CHICAGO 6, ILL.

PATENT PENDING

1952

RULES FOR PLAYING "SPELLOLA"

An educational game for two or more players. Stimulating, fun for the entire family.

"Spellola" is played with a deck of 56 alphabet cards. Object is to form words with cards dealt and win points according to the Chart on the back of this folder. The larger the word, the greater the point value. First player to get 100 points wins. Dealer begins by shuffling deck, then deals seven or more cards, one at a time, face down, to each player. One card is turned face up in the center and the remainder of the pack placed beside it, face down. Each player checks his hand to find any words formed by the cards. Player at dealer's left starts by taking either the face up card or the top card of the pack. He may then place the cards which form a word face up on the table in front of him, or he may keep the cards to try for a larger word.

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In either case, he must discard one card, face up, next to the remainder pack. The next player to his left may take the discard or a card from the remainder pack and lay down or hold his cards, discarding one. The game continues in this pattern.

If the player uses part of his cards to form a word, he automatically invites his opponents to add letters before or after that word to form a new word. Example: a player lays down the word "over." The next player may add the letter "c" by placing the proper card in front of himself so that a point may be given him. This makes a new word, "cover," and the next player may add letters to this new word only. Another player may add "dis" to "cover," making "discover," another new word, and the next player may add "ed," forming the word "discovered." Credits for points are given for each letter added by the player to form a new word. As soon as any player lays down all his

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