

with the game, permit no words of less than four or five or six letters.

*** The method of counting in Addition and Subtraction may be used in this game, if desired.

RECONSTRUCTION.

An instructive and amusing game for any number of players.

1. Each player constructs privately two words which he keeps separate, being careful to mix up the letters; but never the words.
2. When all announce that they have their words selected, they pass them to their neighbors on the left.
3. Each one attempts to reconstruct the words given him.
4. At the expiration of five minutes those who have no words reconstructed are "out." If only one player has two words, he wins the game. If more than one have two words they give each other words to reconstruct, and so repeat until one fails.
5. If no one reconstructs two words any one having one wins, or if more have one reconstructed rule 4 is followed.
6. Care should be taken to have the words correctly spelled. No proper names, abbreviations or geographical names permitted.
7. If a player fails by fault in the construction of the word given him, that is if it be misspelled, or is obsolete, or in violation of rule 6, he should have another word given and

two and one-half minutes to reconstruct it. If a player reconstructs another word from that constructed, he nevertheless counts it, providing he uses all the letters.

8. Words should be limited in their number of letters according to the age and experience of the players. Five is a fair limit for beginners.

PARTNERS AND SIDES.—If four or more play, two or three sides may be formed, the words to be constructed by one side for the other. Consultation of those on a side permitted. The side having the most words reconstructed wins.

NOTE.—As an informal amusement words may be given indiscriminately to reconstruct, without following the rules of the game. Simple words are sometimes the most difficult to guess.

PRONUNCIATION.

So much attention is now being paid to pronunciation that we add simple rules for making correct pronunciation an element in any of the games.

1. Either Webster or Worcester must be adopted as authority.
2. Any player may question the pronunciation of any other player of any word which is called or constructed in the game. Whichever is correct shall be entitled to a forfeit from the other of his last constructed word. If the loser has none he must pay his debt as soon as he is able.

Rules FOR Games

TO ACCOMPANY

"ONE HUNDRED EMBOSSED LETTERS"

"FATE"

"ADDITION AND SUBTRACTION"

"RECONSTRUCTION"

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ADDITION AND SUBTRACTION.

For any number of players.

1. Shuffle the letters, and turn up three to start a pool. Commence the game by turns.
2. One turns up a letter, and if with it and those in the pool he can construct a word, he places the word in order before him, and the next plays. If he cannot construct a word within one minute he places the letter in the pool, and the next plays.
3. If at any time in his turn, a player can with one or more letters prefix or affix to, or insert in, a word which another player possesses, so as to form another word, he may subtract the word from the other player and add it to his own possessions.
The order of the letters cannot be changed unless by previous agreement. The change merely from singular to plural should not warrant subtraction.
4. If a player cannot construct or subtract a word he may add letters to those he possesses, thus lessening the possibility of losing them.
5. No words of less than three letters allowed. Geographical or proper names, or words in foreign languages, may be specified as the only ones allowed, and such games, though more difficult, are interesting; these are not allowed however in the ordinary game.
6. The dictionary shall decide disputes as to words.

METHOD OF COUNTING.

Rewarding each player for all that he does in proportion to the difficulty of his work.

1. Count is made when there are not enough letters for another round.
2. The player having the most words scores 10 points.
3. Each red or blue letter (letters most easily used) counts one point.
4. The following are honors (black letters.)

Q	- -	Scores 20 points.
Z	- -	" 15 "
J. & X	- -	" 10 "
K & V	- -	" 5 "

Game is 100 points. If many play it may be reduced. *Consonants are blue and vowels are red.

NOTE.—This game may be played without counting points, the winner being the one who first gains 5 or 10 words.

SYLLABLES.—“Addition and Subtraction” may be played permitting no words under a certain number of syllables. In this case the following rules are added:

1. Draw two letters at a time instead of one.
2. A syllable may be taken with intention of completing a word but may be subtracted as well as the words.
3. In counting, the one having the most syllables scores 10 points. Otherwise count as in previous game.

SENTENCES.—A still more difficult form of the game. Object: To construct a sentence of a specified number of words. The following changes are necessary:

1. Draw three letters at a time.
2. Rule 5 is suspended.
3. Rule 2 for syllables is included.
4. Method of counting points is omitted. The one who first forms a sentence of not less than the required number of words, wins.

NOTE.

For three or more players.

1. One person acts as umpire, taking the letters one by one from the box, without noticing their order, and depositing them face up on the table.
2. The players watch the letters and endeavor to construct words; but must not handle the letters.
3. When a player discovers a word he quickly announces it, before touching the letters, and playing is suspended until he selects the letters and places the word before him.
4. The umpire should supply regularly, using judgment that the supply shall not exceed the demand.
5. The one who first forms five words wins the game.

NOTE.—At first short words will naturally be constructed. After becoming familiar