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**THE
CROSS WORD
GAME**

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MANUFACTURED BY

E. E. FAIRCHILD CORPORATION
Rochester, N. Y., U. S. A.

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Lingo

A CROSS WORD GAME

THE DECK

Consists of fifty-four cards; fifty-two of which are letter cards and two others, printed in red, are LINGO cards and are used to represent any letter in the alphabet.

PLAYERS

May be any number from two to seven. If more want to play, use two packs of cards.

OBJECT OF GAME

The players attempt to exhaust all the cards in their hands by forming words on the crossword puzzle, before the other players can do so. Cards held by each player at the end of each hand are counted AGAINST them. Player with the LOWEST score WINS the game.

DEAL

The cards are thoroughly shuffled and cut to determine the dealer. Player with letter nearest A becomes the dealer. If two or three are playing, each player should be dealt eleven cards—four or five, nine cards—six or more, seven cards each. The remaining cards in the pack are now placed face down on the table and the top card removed and turned face up alongside the others.

THE PLAY

The player on the dealers left starts the play. If possible, he makes a word of two, three, or not more than four letters from the cards in his hand and places it on the table. If he cannot make a word in this manner, he must discard one of his cards and pick up either the top card from the unused pack or the exposed card. The discarded card now becomes the exposed card. The play then passes to the next player on his left. In the event the first player has been unable to lay a word on the table, the next player in turn attempts it. Only one word is laid down on the

table at the beginning of each hand. All subsequent players must add to that word, forming additional words, from the cards in their hand or failing to do so, must discard a card, and take up another from the top of the unused pack or the top exposed card. The player must discard before he picks up the card to replace it. Having discarded the player's turn is over. Players are not permitted to exchange cards.

THE PLAY CONTINUES

Once a word has been laid on the table each player in his turn attempts to add letters (but not more than four, at any turn) to that word, either in a vertical or horizontal direction, to form additional words. Additions can be made only one way at each turn, that is, horizontal or vertical. Only one word can be formed or added at each turn and this can never exceed four additional letters. No incomplete word either horizontal or vertical can remain on the table at any time. When two or

more letters adjoin either horizontal or vertical they must always make a word both ways. See Fig. 1.

H
I S
DEAREST
L A
FISH
H

Fig. 1.

EXAMPLE

The cross word puzzle illustrated above was made in a game which was played as follows: The first player laid down the four letter word **DEAR**. Next player added the letters **S L F** using the letters **E** in **Dear** to make **SELF**. The third player added the letters **H I** over the **D** in **Dear** to make **HID**. (Note that in doing so he also made the word **IS** on the horizontal as it is absolutely necessary that all adjoining letters, however read, should form parts of words.) Another player added the letters **I S H** to the **F** in **Self** to form

FISH. Next player used the letters **A** and **H** to form the word **RASH**. Some one else now added **E S T** to **Dear** and made it **DEAREST**. Play continues in this way until some player has used all the cards in his hand. All the other players now total the value of their remaining cards as shown by the red numerals in the corners of each card and these totals are scored **AGAINST** them. A new hand is then dealt by the player at the left of the old dealer and the play continues as before until some player has a score of 100. The player with the **LOWEST** score wins the game.

PLURAL WORDS

Players are not allowed to make singular words plural by the addition of the letter **S** or **ES** **unless** by so doing they can start or terminate another word at right angles to the first word. See Fig. 2. **HATS** It is also permitted to

H
O
E

Fig. 2.

add a singular word to an S already on the table to form a new word even though this would be a plural one, as for example to add the letters C A R to the S in Fig. 3.

C
A
R
E S P Y

Fig. 3.

Plural words that do not end with the letter S are permitted.

PROPER NOUNS

Proper nouns or words in a foreign language are not allowed. In case of a dispute refer to a dictionary and if the word is in the dictionary being used, it should be allowed.

ADDING LETTERS

It is permissible to add letters to either end of any word to form new words subject to the above limitations.

LINGO CARDS

The two LINGO CARDS are **wild** and represent any letter the holder desires. Once played on the table however these cards remain there and represent the letter for which they were played for the rest of the hand. They are useful in the last play from your hand and it is sometimes wise to hold them for this purpose. But look out, for each of them counts 15 points against you if someone goes out ahead and they are left in your hand.

CHALLENGES

Any player can challenge any word at any time. If the word is found in the dictionary being used or is found to be correctly spelled the challenger is penalized 10 points. If on the other hand the challenger is found to be correct, 10 points is **deducted** from his score.

NOTE

If during the play of any hand, the unused cards on the table are all used, the discards may be re-shuffled, the top card exposed and the hand can continue as before.

CAUTION

Do not forget the object of the game is to play all of your cards as soon as possible. As soon as one player does this he wins the hand. The values of the cards (the small red figures in the corners) remaining in each players hand should be totaled and the sum entered **against** each player by the scorekeeper. The game ends when one player has a score of 100 (or any other previously agreed on score) and the player with the **smallest** score against him wins the game.

LINGO—ANAGRAM

This game may be played by two, three, or four players. If more desire to play, two decks of LINGO cards should be used.

THE DEAL

Ten cards are dealt each player and the balance turned face down in the center of the table and the top card exposed.

THE PLAY

Starts with the player on the left of the dealer who attempts to form a word of three or more letters from the cards in his hand. If he is successful, he lays the cards down in the center of the table and announces the word which he has formed. That player's turn is now over, and he discards one card from his hand and takes up either the exposed card or the card from the top of the unused deck. This card must be held until the player's next turn. Play now passes to the next player who endeavors to get rid of the cards in his hand in ONE of the following ways:

- A. By forming a word of three or more letters from the cards in his hand and laying the same on the table.
- B. By adding one or more letters from his hand to a word already on the table whether played by himself or another to form another word.
- C. By inserting one or more letters from his hand into a word already on the table, providing however the order of the letters is not disturbed. For instance the letter D could be inserted in the word RIDE and the letter N added to form the new word RIDDEN.

Only one word can be laid on the table or otherwise added to on each players turn. At the end of each turn the player discards a card and picks up a new card; either the top exposed discard or the top card from the remaining unexposed cards. Players may not add the letters S or ES to words on the table thereby changing them from singular to plural. Neither is it permitted to add the letters D or ED thereby merely changing the tense.

Words on the table cannot be duplicated on that hand. Only words found in the dictionary being used are permitted.

Players are allowed only one minute for each turn. A player who cannot play in one minute must discard and his turn ends.

The two LINGO cards are **wild** and may be used for any letter desired. Once played, they remain on the table and represent that same letter until the end of the hand. The first player who gets rid of all the cards in his hand wins the hand. All the others then total the value of their remaining cards (shown by the red numerals on each card) and these totals are entered against each player as in regular crossword LINGO.

When any player has 100 points against him, the game ends and the player with the **LOWEST** score wins the game.

SCRAMBLED-LINGO

The object of the game is to unscramble a mixed-up group of letters and arrange them so they form a word. This sport may be played by any number and is very amusing and interesting.

Before starting the game the players agree on the number of letters the scrambled words may contain. The words should be limited to four or five letters.

The players gather around a table and all the cards are placed face up in the center, and the two LINGO cards are removed. Each player thinks of a word containing the agreed number of letters and selects the letters needed to spell his word from the pile in the center. As in LINGO words not found in the body of the dictionary being used are not allowed.

When all have made their selections, each player mixes his cards in his hand and passes them to the player on his left, and then each tries to discover the word that has been scrambled. As soon as a player thinks he has discovered

the word he announces it and if it is correct he retires from the game, each one retiring as soon as he discovers his word. The last one left loses the game. If anyone declares a word that cannot be spelled correctly with the cards he holds, he loses the game, but if the word challenged can be spelled correctly with the cards he holds it is considered the correct word even though it may not be the word that was selected.

LINGO-SOLITAIRE

Take all the letters of your name or any other name that appeals to you and re-arrange the letters to form other words, which when strung together make some sense. For instance:

HONEYMOON. . . Oh, On money!

If you feel there are not enough possibilities you will be interested to know that 12 letters can be arranged in thousands of combinations.