



NOTE: Try to keep the two sets of cubes apart. If they should get mixed up, assort them. Each set of 13 cubes consists of the following:

- 2 RED cubes A E I O U Y
- 2 RED cubes C D F G L N
- 2 RED cubes E W A P R S
- 1 RED cube V I O M T BLANK
- 1 BLACK cube A E I O U BLANK
- 1 BLACK cube B D G H J K
- 1 BLACK cube A E S N T R
- 1 GREEN cube A E I O X Z
- 1 GREEN cube E I S T Q R
- 1 GREEN cube B H L M N T

RULES FOR TUMBLE-WORDS

TUMBLE-WORDS is a crossword spelling game played by any number of persons (also as solitaire).

FOR TWO PLAYERS

- Both players take their 13 cubes and roll them simultaneously from tumbler. (Composition of set of 13 cubes—see above). Each player now aims to form words across and down in any crossword fashion. Only letters that appear on top of cubes can be used. Players will try to form as many words as possible, preferably ONE COLOR words.
- All words formed in one roll must be connected in ONE crossword pattern.
- Foreign words, abbreviations, proper nouns are prohibited. All grammatical changes such as plurals, past tense, future, declensions, etc., are permitted.
- As soon as either player feels that he has formed as many words as he possibly can or that he is ahead of his opponent he calls "STOP." From that moment on neither player can add any cubes or rearrange his crossword pattern.
- Both players declare their score, place their cubes into the tumbler and roll them out for the next round.
- The game continues until one player has reached 100 points. This makes him the winner.

SCORING

- Each letter in a ONE COLOR WORD = TWO POINTS.
Each letter in a MIXED COLOR WORD = ONE POINT.

Example:

= RED
 = GREEN
 = BLACK

SCORING
 FAME (one color) = 8 points
 HERO (mixed colors) = 4 points

NOTE

A letter in one word used in common with another word scores in both words. (E scores in FAME and again in HERO).

- Blanks can be substituted for any letter, however, they do not score. If a blank is a common letter for two words it must remain the same letter in both words.

Example:

SCORING
 FAME (one color) = 6 points
 HERO (mixed colors) = 3 points

- Each cube not used scores one point MINUS. The total MINUS score is deducted from the total PLUS score.

Example:

SCORING
ACROSS
 FAME (one color) = 8
 IT (one color) = 4
 IN (mixed colors) = 2
DOWN
 FIN (mixed colors) = 3
 AT (mixed colors) = 2
 HERO (mixed colors) = 4
 23
 Two cubes left over MINUS = 2
TOTAL SCORE = 21

- If all 13 cubes are used A PREMIUM of ten points is added to the score.

Example:

SCORING
ACROSS
 HE (mixed colors) = 2
 FAME (one color) = 8
 IT (one color) = 4
 BIN (mixed colors) = 3
DOWN
 FIN (mixed colors) = 3
 AT (mixed colors) = 2
 HERO (mixed colors) = 4
 Premium for using all cubes = 10
TOTAL SCORE = 36

FOR MORE THAN TWO PLAYERS

Use only one set of 13 cubes.

One player picks a cube and rolls it on the table. The others do the same. The player whose cube has the letter closest to "A" starts the game.

The first player rolls all 13 cubes from tumbler.

He now aims to form words across and down in any crossword fashion. Only letters appearing on top of cubes can be used. Players will try to form as many words as possible, preferably ONE COLOR words.

As soon as player has formed all words he declares his score and passes tumbler with cubes to player to his left. All other rules same as for "two players."

FOR THE YOUNGER CHILD

The rules may be simplified by letting him form as many words as possible, but the words will not have to be arranged in crossword fashion.

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