

DIRECTIONS
FOR PLAYING
ANAGRAMS
AND THE FOLLOWING
LETTER GAMES:

ROTATION,
SPELLING MATCH,
SPECULATION,
YANKEE LOTO,
OUT IN THE COLD.
TRAVELLING LETTERS,
LETTER POOL,
PUZZLE YOUR NEIGHBOR, AND
WORD BUILDING

LETTER GAMES.

A well assorted box of letters with its accompanying games, is the nearest approach to a pack of playing cards in its capacity for amusement, of anything yet designed.

The wonderful variety that it affords, ranging from amusements of the utmost simplicity, to those of a highly intellectual character, is well nigh endless.

Letter games are unexcelled as a means of amusing and instructing children. At the same time they afford contests in which the best minds can easily become absorbed and have full play for their keenest wits.

The contents of this box, both in quantity and quality is far superior to that of any at the same price now on the market, and is suitable for playing any and all of the letter games in circulation throughout the country.

A household fond of amusements, which is without the game of Anagrams, is like one devoted to Whist or Euchre that contains no pack of playing cards.

Special attention is called to the availability and surpassing interest of very many letter games for progressive playing. It requires no genius or skill to adapt them for the purpose. The games need only be limited to four players at each table—two ladies and two gentlemen, who play in the usual way, as partners, and count together their scores. The general rules for playing progressive games, may be easily applied to all necessary details of the letter games. The games best adapted for this purpose are:

ANAGRAMS, SPELLING MATCH,
ROTATION, WORD BUILDING.
and TRAVELLING LETTERS.

GENERAL RULES.

Any number of persons can take part in most letter games; but it may be necessary sometimes to vary the number of letters given out, according to the number of persons playing.

The Leader or Dealer is decided by drawing letters. The one drawing the letter nearest the end of the alphabet acts first. The Leader is usually changed after each round. He must always thoroughly mix or shuffle the letters before giving them out, and deal them face downward without seeing them himself, or displaying them.

The turn to lead or deal passes to the left. The turn to play goes to right, and begins with the one next to dealer.

The name of "Crib" has been given to those letters which are to be used in play, but which lie on the table for common use. "Pool" is the term commonly applied to them, but this word has been reserved for the counters, which are set aside in the same manner in some of the games. The word "Hand" refers to the cards dealt to a player; "Round" to a sequence of plays which complete one part or stage of a game—commonly one play by each player. The general principles of letter games, require players to conceal their words from their neighbors except when otherwise so stated.

In many games it is well to agree at first upon a uniform time that shall be allowed to each player for the formation of words or syllables.

Players misspelling words or syllables, lose their count therefor, and any player discovering an error made by another, is entitled to score the latter's count, and in cases where words or letters form the count instead of counters, take the words or letters themselves.

When players make a "Point" for which they receive a counter or letters, they should name the word or syllable.

tile upon which it is based, in order that the others may have a chance to verify its correctness.

Words from foreign languages, technical, scientific, geographical and slang words, proper names, abbreviations, and compound words not necessarily compounded, should be omitted in playing letter games.

—:O:— ANAGRAMS.

Each player acts as leader in turn.

The leader gives each player, including himself, an equal number of counters, which are used in paying fines.

The leader selects as many words as there are players, besides himself, and gives each player the letters which spell one of these words. He commonly hands them to the players in the box, which they empty and return to him.

When he has selected and given to each player in succession, beginning on his right, the letters of a different word, he calls "Ready."

The object of each player, is the discovery of the word selected for him by the leader, the letters of which have been thoroughly mixed.

All begin at the same time, immediately on the call of ready, and each must find out his word within a specified time, and as soon as discovered announce it to the leader.

The time allotted for the discovery of the words may be fixed at five, ten or fifteen minutes. The leader must note the time of beginning, and when the allotted time has expired, call "Stop."

Thereupon all cease further efforts to discover their words, and the leader then pays each player who has announced his word within the specified time, one counter; and all players who have not done so, must pay the leader one counter.

WORD BUILDING.

The dealer gives each player ten letters and lays twenty others face upward in the center of the table. The latter form a crib for general use.

He sets apart twenty-five counters for a pool, and divides the remainder equally among the players.

The player on his right then thinks of some word that can be formed complete from any of the letters in the crib, from which he sets apart the first letter of the word thought of. He receives one counter from the pool for so doing.

The next player then thinks of a word that can be made, using the letter first set apart with any of those left in the crib, and sets apart the second letter of his word, placing it on the right of the one above named, which last must also be the first letter of his own word.

The other players follow in the same manner, each thinking of a word, and setting apart one letter in order.

Each player who begins a new syllable to the word, that is, plays the first letter of one, receives one counter from the pool.

Any player who cannot think of and play a word, as above, loses his turn, and pays one counter to each player who has added a letter to the word. This rule applies only to building from the crib in the first part of the game.

As soon as a complete word has been formed from the crib, which cannot from it be further enlarged as such by any of the players, the next one in turn may build it up from the letters in his hand, or from those in his hand and the crib combined.

When building it is not necessary to retain the original word, as long as all the letters previously used, form a part of the new or enlarged word, but when a player changes a word, that is, uses its letters to form a new one, he must transpose them so that they will be in order for spelling the word.

Any player who is unable to discover his word, is at liberty to return its letters to the leader, and require him to name it. If the leader fails to do this within one minute, he must pay such player one counter.

The leader must name the word from memory. He cannot make a written memorandum of those given out.

If the leader gives out too few or too many, or the wrong letters for the proper spelling of the word, the one getting that word, is not only relieved from the payment of a fine, but receives one counter from the leader.

No player is allowed to assist another under penalty of paying one counter to the leader for each offence.

If any player studies his letters before the leader calls ready, he pays one counter to the leader.

The leader for each round gives out the words and receives and pays all fines, but has no word himself to study.

When each player has acted as leader, the game is ended, and the one having the most counters wins.

NOTE.—Anagrams may be varied as follows: Each player contributes five counters to a pool, and makes as many words as he can from the letters received from the dealer. For each word made he receives one counter from the pool, and one from the dealer if he announces the word given him by the latter. The leader also receives one counter from those who do not announce the word selected by him. An extra counter may also be given from the pool to the one who first announces the word selected for him.

Anagrams is a very suitable game for progressive playing. If used for this purpose, let the hostess, prior to the evening's play, and put the letters in small envelopes ready to be given out at each table. The general rules for progressive playing will then apply to all the other details of the game, which must be played four-handed with "partners" or two against two at each table.

The player who does this is entitled to two counters from the pool.

A player cannot play unless all the letters necessary to complete his word are in his hand, or hand and crib combined, and all plays consist in adding one letter to the word, either from the hand or crib. If a player cannot play or add another letter to the word, when being built up from both hand and crib, he pays the last player one counter.

When a word can be no further built up, either by changing its form, or by adding new syllables to it, the one last playing returns its letters to the box and receives one counter from the pool.

The dealer then gives to each player and to the crib, as many letters as they have lost during the round.

On the last round, after completing a word, all the letters left over in the hands of the players are put into the crib, and words are built up from it, as at first, until no others can be made. When the game is ended, the one having the largest number of counters wins.

—:O:— THE SPELLING MATCH.

All the letters are placed in the center of the table.

The players first agree upon the number of words each shall contribute to the match, and the number of letters each word contributed shall contain. This number must be uniform and may be three, four, five or six, according to age and capacity of players. Suppose the players agree each to contribute three words of five letters each.

All of the players then select from the letters on the table those forming their three words, and place those of each word in a separate stack or pile, but so thoroughly mixed that there will be no clue to the word itself.

Each player then passes the three stacks containing his contributions to the match to his left hand neighbor.

When all are ready, the leader calls "spell" and each

player takes one stack from any of his right hand neighbors and endeavors to form a word from its letters.

The word must be spelled out on the table and remain in view of all the players.

As soon as a player spells one word containing all the letters of the stack, he takes a second pile and spells another word, then a third, and so on.

No player can take a stack from his left hand neighbor or one that he himself contributed.

No player can take a second stack until he has arranged a word from the one previously taken.

As soon as any player has formed a word from each stack taken by him, and there are no further piles for him to take, he calls game, and the player then having the largest number of words on the table wins the game.

Each player should notice and remember from whom he takes his last stack, and is at liberty to call upon the one who selected it, to show the correctness of his selection, by forming it into a word. If he fails to do so, it is to be regarded as evidence that the stack was improperly formed, and the player selecting the stack forfeits any words he may have formed, and the player first named is entitled to count them as his own.

—:O:— SPECULATION.

The dealer gives each player, including himself, twelve letters. Each then discards five, and returns them to the box, which contains the surplus letters or those not in use.

The counters form a pool in the center of the table, convenient for use by all the players.

Each player then gives the dealer one letter of his seven remaining ones. Those thus given form a "Plum" for the dealers own use, and must be passed to him face downward, so that no one, not even the dealer himself, may see them. The dealer keeps the letters of his

"Plum" unseen, separate from the rest of his letters, until the latter part of the game.

The dealer next turns up one of his letters, selecting any one that will best serve his game, and leaves it exposed in sight of all the players all through the game.

Each player then forms as many words as he can with his six letters, including also the one exposed by the dealer, and for each word formed, receives one counter from the pool.

The dealer also forms as many words as he can with his letters, which likewise include the exposed one, and receives one counter for each word so formed.

When the time allotted for the forming of words is up, or players have exhausted those that can be made from their letters, the latter are returned to the box.

The dealer is then at liberty to turn up the letters of his Plum, and, including the one exposed from his hand, form with them as many words as he can. He also receives one counter from the pool for each word formed.

At this time the letters of the Plum must be exposed to all players, and if the dealer fails to think of all the words that can be formed with them, any player noticing the omission can take one counter for each word overlooked.

The letters are then dealt as at first, by the next player in turn.

When each has dealt once, the game is ended, and the one having the largest count wins.

NOTE.—Should the party playing consist of less than five persons, the dealer should give each one an extra letter, in order to enable them to discard two to the Plum which should always contain at least five letters, not including the one turned up by the dealer. If for this reason more than six letters get into the Plum, the dealer must discard the overplus, without seeing them.

Another way is for each player to give the dealer one letter for his Plum, and for him to add to it from the five which he first discards enough to bring its number of letters up to six.

until the number of rounds agreed upon for a game shall have been finished. This may be six or more.

At the end of the last round the players count the letters in the words they have won. The one having the largest number wins.

NOTE.—The game may be varied by building up the words thus: When a word has been formed, the player declares and arranges it on the table, in sight of all playing. Beginning on his right, any one who can form a new word from the one declared, by adding from his own hand one or more letters, wins the word, unless some other one in turn can build it up still further, and thus win it.

—:O:— THE TRAVELLING LETTERS.

The dealer gives each player fifteen letters. The counters are not used.

The object of the game is to make the largest word.

Each player forms from the letters dealt him, a complete word, selecting if possible, one that he can easily enlarge, and passes any letters left over to his right hand neighbor.

From the letters thus received, each endeavors to enlarge his word, or make a different one which contains more letters in it, and then passes the remaining letters to his right hand neighbor.

When the remaining letters have been passed as many times as there are players, they are gathered up and returned to the box.

Each player is then dealt fifteen more letters, and the round above given is again repeated.

A third deal and round then takes place, and when it is finished the game is ended.

The player having formed the word containing the

largest number of letters, wins the game. Should two or more players have words containing the same number of letters, the one containing the greatest number of syllables wins.

—:O:— ROTATION.

The dealer gives each player ten letters and leaves the rest of them, except four, in the box. These last he places in the center of the table, face upward.

The counters form a pool, which is left in the center of the table, and the dealer pays the fines from it as they occur.

The four letters on the table give special values to all corresponding letters that may be played by the different players. These values are one, two, three and four, according to the order of the four letters in the alphabet. The lowest value is given to the letter first appearing in the alphabet, two to the next, and so on. Should the four letters placed on the table be D, H, R and Y, the value of D will be one, H two, R three, and Y four.

The object of the game is to form words named by the players, each in turn playing one letter of the word.

The dealer leads and announces the first word, which may be any one that he may select, containing eight or more letters (the more the better), and of which he holds and must play the first letter.

Each player must name the letter which he plays.

The one on the right of the dealer must play the next or second letter of the word. If he is unable to play it, the dealer gives each player except him one counter.

Each in turn plays one letter of the word, always the next one in order, and if unable to do so, the dealer gives each opponent one counter.