

## THE BLOCK GAME OF WORDS

This is a very pleasing variation of the Anagram game, requiring even more skill, and governed less by chance than the original game.

### *Special Directions*

1— Place the letters face up, so that any required letter may be readily found when wanted.

2— Do not draw a letter till you decide which one you want, then pick it out and play.

3— On commencing to play, any player may draw and place the first letter in the pool to begin the first game, his left-hand neighbor playing first the following game, and so on.

4— A letter once taken in hand must be played.

5— A player cannot pass his turn, but must draw and play a letter before his turn of play (one minute) expires.

6— More than one letter of a kind are not allowed in the pool at the same time.

7— Seven words when two play, six when three play, and five when four or more play will constitute a game.

8— With the above exceptions, follow the rules of the Game of Anagrams.

The above are not offered as a complete code of definite rules, but as suggesting a very interesting modification of the Anagram Game, and subject to such variations as may be deemed desirable by any company of players.

## RULES FOR THE GAME OF ALPHABETS OR SPELLING PUZZLE

This sport may be enjoyed by any number, and is not only very amusing and interesting, but exceedingly instructive. All sitting in a circle, let each player think of some word, and then select such letters as will spell that word. When all have made their selections, each one mixes his letters in his hand and passes them to his left-hand neighbor, and then each endeavors to discover the word that was intended. As soon as one thinks he has found the word, let him say "I," and then announce it. If the answer is correct, he retires, and the game goes on, each one retiring as soon as his word is discovered. The last one left loses the game. If anyone says "I," and declares a word that cannot be correctly spelled with the letters that he holds, he loses the game, and a new deal is made at once, but if the word announced can be correctly spelled it is considered the answer, although it may not be the word that was selected. Before beginning, it must be agreed that no word shall exceed a certain number of letters, as the greater the number of letters the more difficult the solution. If only two or three are playing, it is usual to simply exchange cards and guess on them without regard to any rules of the game.

The game may be made much more difficult by using short sentences instead of single words.

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## RULES FOR PLAYING

The Game of

# A N A G R A M S

AND OTHER LETTER GAMES

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### GAME OF ANAGRAMS

This Game, which can be played by any number of persons, from two to six, consists in the formation of words by the use of small tablets, each having on one side a single letter. These tablets are drawn from the table at random by the players in turn, one at a time, and combined into words on the table in front of each player. The words when formed may be captured by other players, according to the following rules, and the player who first succeeds in securing a given number of words wins the game.

### *Rules of the Game*

1— The letters must be placed face down on the table and well mixed up so that they cannot be seen until drawn.

2— To commence the game each player draws a letter. The player having the letter nearest the beginning of the alphabet plays first, by placing his letter in the center of the table to form a pool, and immediately draws another letter from the box.

3— The next player to the left now follows suit by placing his letter in the pool and drawing again.

4— The next or third player now takes his turn, and if the letter which he holds will form a word in combination with the two letters in the pool, he may take them from the pool and, combining the three, form the word upon the table immediately in front of him. But words of less than three letters are not allowed in the game.

5— In like manner each plays in turn, and if the letter to be played will unite with the letters of a word before another player to make a new word, such word may be captured and the player may place the newly-formed word on the table before himself. For example: Supposing "cut" has been made, a player holding "E" may capture it in his turn and form "cute." Again, it may be captured with "R," the player forming "cruet" for himself. Again, suppose "N" is in the pool, a player holding "O" may capture "cruet" and, combining its letters with the "N" and "O," make "trounce" for himself.

6— Each player must draw a letter immediately after making his play, and retain it in his hand until his next turn.

7 — All the letters in the pool may be used by any player in turn to combine with his own words or with the words of any other player, and he may combine two or more words of any other players, or he may combine one of his own words with one or more belonging to others, or may combine two of his own, if he so desires for greater security. But no word can be captured unless some letter is added, even though the letters are transposed to form a new word.

8 — Any number of letters from the pool may be used to make words; but in order to capture the word of another player all the letters in the word captured must be used in the new combination to form one word and must not be separated to aid in the formation of two words.

9 — Words formed without the use of the player's letter in hand must be made first — as the player's turn ceases as soon as he uses or plays the letter drawn from the box.

10 — When a player in turn cannot capture a word from another player he may change any of his own words by the addition of his letter in hand, or any letters from the pool. And it is good play for one to add to his own words, as it renders them less likely to be captured.

11 — A player cannot capture a word by simply changing it from singular to plural by the addition of "S," or from present to past tense by the addition of "D" or "ED," nor by a change in the spelling when the meaning and pronunciation remain the same, but may change one of his own words in either manner.

12 — A player cannot duplicate a word in his own column.

13 — Each turn of play must be limited to a minute.

14 — If a player cannot form a word before his time for play expires, he must place his letters in the pool.

15 — A play cannot be recalled after the letters have been placed upon the table and the player's fingers removed.

16 — Words of foreign or ancient language, geographical or proper names and possessive forms of nouns, requiring an apostrophe and "S" are not allowed. But anglicized foreign words, such as are found in our English dictionary are not barred by the above rule.

17 — Words designated obsolete in the dictionary are not allowed.

18 — Abbreviations are not words; consequently, they are not allowed.

19 — Anyone making a false play by either misspelling a word or forming a word not allowed by the rules of the game may be challenged by any other player, and if the word is found to be incorrect, the player must replace the letters taken and forfeit his play, holding his letter until his next turn.

20 — A dictionary should be accepted at the commencement of the game, which must decide in case of a challenge, and no word allowed which is not found in such dictionary, except the regular plural forms of nouns, and regular forms of verbs which are not generally given.

21 — Anyone challenging a word made by another player, which shall be found upon reference to the dictionary to be correct, shall forfeit his next play.

22 — A challenge cannot be made after the next in turn has played, nor if the challenging player has examined the dictionary since the word in question was made.

23 — No play can be allowed which may be the result of assistance or information from another player or bystander. And the player rendering such assistance or information must forfeit his next turn.

24 — The player who first gains and holds ten words, if two are playing, eight words when three play, or six words when more than three are playing, wins the game.

*Note* — The following rule may be adopted by agreement in case frequent reference to the dictionary becomes tiresome:

*Rule* — A player may not refer to the dictionary during the game except to decide a challenge.

The *Game of Anagrams* may be modified in various ways — sometimes by using only Geographical and Historical names or by using only the names of Authors or celebrated persons.

It may also be played to form words in French, German, etc., and becomes a most valuable exercise to students of these languages, while the *Game of Sentences* is even more profitable in this use.

It is not desirable to use the words of more than one language in the same game.

When four play, the opposite pairs may play as partners, the pair winning who together first secure the required number of words. In this case the number must be larger than if the four played singly.

The partners may make suggestions to each other, if they wish, thus making a most social game.

## THE GAME OF SENTENCES

This Game is derived directly from the foregoing *Game of Anagrams* and is governed by the same rules.

1 — Two letters are drawn from the table at each turn of play instead of one as in the Word Game.

2 — Words of one or more letters are allowed. A, I, and O are words of themselves.

3 — Compound words may be used and counted as two words.

4 — A word may be captured if the letters are transposed to form a new word even without any addition, but in case the same letters have before changed hands without addition, the word must not be a repetition of a word previously made with those same pieces.

5 — A word may be duplicated in a sentence.

6 — Geographical and given proper names and nouns in the possessive case are allowed. The sense must indicate the possessive without the apostrophe. Thus, "Mary went to Europe in her fathers ship" is allowable.

To win the game, all the words made and retained must combine into an intelligible sentence.

A player who first forms an intelligible sentence of the given number of words *wins the game*, but all the words in hand must be used in the sentence, and must not exceed the given number agreed upon before commencing the game.

A sentence of five to ten words forms a pleasant game.