

If he cannot make a word, he of course gains no points, and the shaking box and cubes are passed on to the next player, who then has the opportunity to count.

The first player gaining fifty points, WINS the game.

THIRD METHOD. CALLED NAGRAMS.

In this game, each player tries to make a word of five letters.

1. Each player in turn throws the cubes, and if he cannot make a word of five letters, he selects such letters as he thinks will be most likely to combine with such a word, leaves them on the table, and throws *the remaining cubes* again.

If, by this throw, he cannot make a word of five letters, he has one more chance. For example: If his first throw should show the letters O, S, E, L, H, he might leave the O, S, and E, and throw again the L and H, hoping to get "Noise" or "Poise" or "Goose." If on the next throw he should get N and J, he would leave the N and throw the J again.

If, on the third turn he got the I needed to make "Noise," he scores five points. If he had made a word of five letters on the first throw, he would score twenty points, and if on the second throw, ten points.

2. But if a player can only succeed in making a word of four letters or less, he counts only one point for each letter.

...ayer first making one hundred points, WINS the game.

CUBE ANAGRAMS.

THE MOST POPULAR OF ALL LETTER GAMES.

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This simple and fascinating game has achieved, in the few months of its existence, a most remarkable success. It is conceded by players of various letter games to be the most interesting and fascinating amusement of its class. It can be played in a number of ways.

FIRST METHOD. CALLED CUBANAGRAMS.

FOR FROM TWO TO TEN PLAYERS.

One player places the FIVE CUBES in the shaking box, and after shaking, throws the cubes upon the table. All the players immediately study the letters, each trying to find the *longest word* that can be spelled from the letters on the upper surfaces of the cubes.

When a player finds a word that he can spell by the combination of any of these five letters, if satisfied that he can find no longer word, he calls out the word. If any other player can find a *longer* word, he calls it out.

The player first finding the longest word made possible from the five letters, takes *one point for each letter*.

Example: A throws the five cubes on the table. We will say the letters are H, R, E, W, E. After thinking a moment, B cries out "Here." B would secure therefrom four points, were it

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not for the fact that another player, C, spells "Where." C therefore gets five points; B and the other players, nothing.

The game continues until one player has obtained fifty points. The first so doing, WINS the game.

SPECIAL RULES.

1. Proper names, "nicknames," slang words, foreign words, or words of one letter, are not allowed to count.
2. When you find a word, call the word first and spell it afterwards.
3. Where two players see the same word, the first player calling the same wins the points (unless some other player finds a longer word).
4. If a player calls, through error, a word which cannot be made by the five letters, two points must be deducted from his score.
5. The letter "S" may be used as a plural, when possible, unless players agree to the contrary. Thus: the word "Bears" would count five points; "Bear," four points; "Ear," three points; "Be," two points.

SECOND METHOD. CALLED CUBA.

Players in turn throw five cubes on the table. Only the player throwing the cubes has the opportunity to spell a word from the letters. Each letter used in making a word counts him one point.

NOTE.—The NEW IMPROVED EDITIONS of the game of "CUBE ANAGRAMS" come with SIX CUBES instead of five. Where the rules mention five cubes, kindly read "SIX."