

Supplement to **KEYWORD Rules**

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KEYWORD SOLITAIRE AND PARTY ARRANGEMENTS

Keyword Solitaire is played like regular Keyword. A player uses the blue rack and starts the game as in regular play. He tries to build a crossword layout in the blue area, containing as many letters as possible. Each letter played in the blue area scores ten points. A letter placed on any key square except blue counts 20. Letters placed on any blue key square count 40 plus the letter count of ten or a total of 50 points. Keywords count 50 plus the score of the letters. The score is reduced by five points for each letter left on the rack or 50 points is added to the score if you get rid of all the letters. **YOU DO NOT RECEIVE ANY SCORE FOR LETTERS PLACED ON ANY OTHER COLOR SQUARES BUT THE BLUE.** The object of this solitaire is to score

850 or better in order to win. This score is high but can be made.

KEYWORD PARTY

Owing to the increasing popularity of **KEYWORD PARTIES** the following suggestions may prove of assistance to the host or hostess.

1. Arrange tables to accommodate four players. The play is individual and not partnership, so any four persons may begin playing together. The same rules apply as in regular **KEYWORD**. To settle any questions that might be asked, a steward should be appointed for every five tables.

2. At the start of each game each player draws a letter and the player at each table who draws the high letter goes first and keeps score. A

is high. Z is low. Each player now draws ten of the face down letters and places these letters on his letter rack. The first player at each table starts the play by placing any word of **not less than three letters** in the center of the board, starting his word in the gray squares, naming the word and calling his score, as in regular play. The play proceeds in this manner until one player gets rid of all his letters and ends the game, or until the time limit set for play is up. Forty minutes (or less if arranged) is the maximum time allowed for each game. At the end of the game or at the end of the time limit, each player's score should be totaled and marked on the score card.

3. The two players with the highest scores at each table then move to the next table and play proceeds as before.

4. At the end of the party the winner is the player who has accumulated the highest score.

Special Notes

Mistakes in spelling do not incur any penalty. If a spelling mistake or a word subject to disqualification, passes undetected and the player next in turn has played, the mistake cannot be rectified but must be allowed to stand. If however the mistake is detected before the player next in turn has played, the player making the mistake must correct the spelling or withdraw his letters and play some other word.

Keyword Prizes

It often increases the fun if the host or hostess gives small table prizes. At the start of the play the host or hostess picks a keyword for each table and any player spelling this keyword receives the table prize.

If a table prize is not desired, the hostess may pick a keyword at the start of the play and announce to all players that the first player to spell this word in play will receive a prize.

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