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RULES

of

LEXICON

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The perfect game for a large group of people. One pack is sufficient for 2, 3 or 4 players but when 5 or more play, it is necessary to use two packs. One of the most popular party games in England where over a million copies have already been sold.



RULES

DEALER—To determine who shall be first dealer, all players

cut and the one who cuts the highest card deals, "A" being high and "Z" being low, thereafter the deal is taken in rotation. In case of a tie, the persons who tie must re-cut.

DEALING—Ten cards are dealt ~~one~~ at a time to each of the players. The remainder of the cards are placed in a pile face down on the table and the top card exposed and placed alongside. For five or more players it is necessary to use two packs.

PLAY—The player on the left of the dealer commences. The next player on the left then plays and so on round the table. Each player, after examining his cards, can do one of four things:—

- (a) Form one complete word and place it face up on the table.
- (b) He can discard one of his cards and take either the exposed card or the blind one from the pile. He must discard **BEFORE** taking up the exposed or blind card. The discarded card is placed on top of, or in the place of, the exposed card and this becomes the exposed card on the table.
- (c) When a word is exposed on the table he can insert a card, or cards, in any such word. In doing this the order of the letters must not be disturbed or the word

reversed. The other letters must be added at either end, or inserted. Only one word can be changed at the same turn.

(Example)

Mother.—Smothered.

Hat.—Thatched.

Far.—Fairy.

Man.—Many.

- (d) When a word is exposed on the table he can take a card, or cards, out of his own hand and change it, or them, for a letter, or letters in a word provided the word left on the table is complete, viz.:

He could take the "E" out of the word "EXPERT" and make it into "Export"

by the substitution of the "O" out of his own hand. Only one word can be changed at the same turn.

No player is allowed to PASS HIS TURN without doing one of these four things, but he is not allowed to do more than one in the same turn.

A player's turn ceases when he has done one of the four things "A" "B" "C" or "D."

THE OBJECT of the game is to get rid of your cards as quickly as possible. The first player to do this ends the round and the other players count their scores from the numbers on the cards left in their hands. Each player's score (winner of the round, of course,

being excepted) is then entered against his name and then the cards are dealt out for another round. The first player to reach 100 is eliminated from the game—the others going on until by elimination, (i.e., reaching 100 points) only one player is left—the last player left being the winner.

Only words found in any standard Dictionary are to be used. Proper nouns are not permitted unless given in the dictionary you are using.

A word can be challenged by any player who thinks it is not in the dictionary or is mis-spelt. If the challenger prove to be wrong, 10 points are added to the chal-

lenger's score. If the challenger prove to be right, 10 points are deducted from the challenger's score and the player who placed the word on the table takes his cards back and forfeits a turn.

The "Master" Card represents any letter. In other words the "Master Card" is the most valuable card in the pack since it can be used in play as any letter in the alphabet.

If the pack runs out it can be lifted, shuffled, and put down on the table in its original position, the top card exposed as before, and the game goes on.

**HOW TO ARRANGE A
LEXICON
Reg. U. S. Pat. Office
PARTY**



Owing to the increasing popularity of LEXICON PARTIES the following suggestions may prove of assistance to hostesses in their organization.

1. Tables should be arranged to accommodate four players each. The play is individual and not partnership, so any four persons may begin playing together. A Steward should be appointed for each group of 10 tables.

2. Dealer. To determine who shall be first dealer all four cut

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and the one who cuts the highest card deals, counting "A" as high down to "Z" low. In case of a tie, the persons who tie must re-cut.

3. The dealer shuffles and deals to the left in rotation until 10 cards have been dealt to each of the four players. The rest of the cards are then stacked in the centre exposing one card alongside as in the rules.

4. The player on the left of the dealer plays first as in the rules and play continues until one player runs out of cards or until the bell rings to stop. Seven minutes (or less if arranged) is the maximum time allowed for each hand. Each player must then total up the cards remaining in his or

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her hand and the figure must be marked on the score card. The player on the left must check and initial the marked score of the player on the right in each case.

5. The player who runs out or who totals the lowest score at each table is the winner and must move on to the next table, 1 to 2, 5 to 6, etc. The winner at each table must shuffle and deal at the next table on arrival.

6. At the end of the party the winner is the player who has the lowest score.

Special Note

If a word is put down wrong it may be challenged by any other player at the table. The chal-

lenger must call the Stewards to settle the question.

If the word proves to be wrong, other than spelled wrongly, the player putting it down is fined 50 points and this will be marked on the card by the Steward. The player must also take back his cards and lose his or her turn.

The challenger does not receive any points. The player of the wrong word only is subject to the 50 points penalty.

Mistakes in spelling do not incur any penalty, but the person making the mistake must take up his cards and lose his or her turn.

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.

REMEMBER

The Player with the Lowest Score is the Winner.

Inquiries or comments will gladly be answered, if stamp is enclosed, by Parker Brothers, Inc., Box 900, Salem, Mass.