

How to Play

SPILL AND SPELL is a word game for any number of players. To start the game, each player throws the same cube and the one having the letter nearest to A has the first play. He places the 15 cubes in the cup and "spills" them. The letter Q, without a U, allows another roll of all the cubes.

He then makes words using the letters showing on the top surface of the cubes. As the score is determined by **SQUARING** the number of letters in each word, it is to his advantage to use as many letters as possible in each word, always bearing in mind that the longer the

word, the higher the score. Thus, if he makes a seven letter word his score for that word is 7 times 7 or 49, but if he can make a 10 letter word, his first word gives him a score of 10 times 10 or 100 (see example).

After making his first word, the player continues using the remaining letters in crossword puzzle fashion.

No proper nouns, foreign words or abbreviations are allowed.

If the player cannot use all of his letters, the number of cubes remaining are squared and deducted from the score: i.e., 1 cube left, $1 \times 1 = 1$, deduct 1 from the score; 2 cubes left, $2 \times 2 = 4$, deduct 4 from the score, etc.

The play continues clockwise and the game is won by the player having the highest score over 300 (or any other predetermined figure) when each has had an equal number of turns.

Examples:

```

      P
    B A C
  J E A L O U S
    A X       P
      K
  
```

JEALOUS $7 \times 7 = 49$
 BEAK $4 \times 4 = 16$
 AX $2 \times 2 = 4$
 AX $2 \times 2 = 4$
 PAL $3 \times 3 = 9$
 CUP $3 \times 3 = 9$
 Total 91

```

      G
      L
O C C U P A T I O N
      D
  
```

$10 \times 10 = 100$
 $4 \times 4 = 16$
 Total 116
 2 cubes left $2 \times 2 = 4$
 Total Score 112

```

  F W
  
```

Various Methods of Play

As a solitaire game, **SPILL AND SPELL** provides a constant challenge for the single player to see how high a score he can get in a single throw.

Another interesting way to play **SPILL AND SPELL** is to have all the players take turns rearranging the letters of a single throw to see who can make the highest score.

The two-handed and four-handed editions of **SPILL AND SPELL** afford many interesting versions of play for any number of players. A timer is placed in view of all and at the word "Go" the players throw the different colored cubes simultaneously and race against time for the highest score. When time is up, all play ceases and each player tallies his score. The play proceeds until a player reaches a score of (over)

Copyright © 1957, Phillips Publishers, Inc.
 All rights reserved under Pan American, Universal and International Copyright Conventions.
 Printed in U.S.A.

Other Versions of Spill and Spell

REGULAR SPILL AND SPELL: This game consists of one shaker with cover and fifteen lettered dice.

SPILL AND SPELL FOR TWO: Contains two shakers, a three-minute timer and two different colored sets of dice for simultaneous play.

DELUXE TRAVELING SPILL AND SPELL: Top grain leather pouch like a miner's "nugget poke" is its own shaker, and holds a set of lettered dice. For train or plane, ship or hotel terrace!

DELUXE SPILL AND SPELL FOR TWO: This unit contains two top-grain cowhide dice cups, saddle stitched, and two sets of colored dice so that two or more players may play the game simultaneously.

DELUXE SPILL AND SPELL FOR FOUR: This version contains four top-grain cowhide dice cups, four sets of dice in different colors, as well as a brass three-minute timer. With this set, up to four players or teams may play simultaneously.

All games of SPILL AND SPELL are beautifully gift packaged. An exciting game for the entire family.

500 (or any other predetermined figure). Teams may be formed with two or more players participating in the play of a single roll, thus affording keen competition.

As a game for children, **SPILL AND SPELL** can be used to advantage in the classroom as well as in group or family play at home. It is a new aid in teaching reading, spelling and arithmetic as well as being entertaining. For younger children, the game may be simplified by seeing which child can come closest to using all the letters in the construction of simple words.

PHILLIPS PUBLISHERS, INC.
 Newton, Massachusetts, U. S. A.
 PAT. APPL'D FOR

RULES FOR

SPILL
 AND
 SPELL

®