

SCORE CHART

Number of Allowable Words	NUMBER OF LETTERS IN ONE WORD									
	3 Letter	4 Letter	5 Letter	6 Letter	7 Letter	8 Letter	9 Letter	10 Letter		
ONE	60	120	200	300	500	750	1000	1500		
TWO	70	140	280	400	650	1000	1500	3000		
THREE	80	160	320	500	800	1250	2000	3000		
FOUR	90	180	350	600	950	1500	2500			
FIVE	100	200	400	700	1100	1750	3000			

BONUS FOR COMPLETING WORD GROUPS

- 3 and 4 LETTER WORDS - 300
- 4 and 5 LETTER WORDS - 500
- 5 and 6 LETTER WORDS - 800
- 6 and 7 LETTER WORDS - 1200
- 7 and 8 LETTER WORDS - 1850

SAMPLE SCORING

POT	GOAT	THERE	THREAT		
PAT	TREE	THREE	THROAT		
TAP	TEAR	AGREE			
TOP	PEAR	GREAT			
HOT	HEAR	GREAT			
100	200	400	400	=	1100
Bonus for completing 3 and 4-letter words					300
Bonus for completing 4 and 5-letter words					500
Total Score:					1900

TOW	TREE	TOWER	TETHER		
HOG	TORE	WATER			
TAG	GORE				
	GEAR				
	TEAR				
80	200	250	300	=	830

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RULES - - FOR



PERQUACKEY

PERQUACKEY is played by two or more persons, either individually or with partners. For partners, see rule #8.

The object of the game is to spell as many ALLOWABLE words as possible within the given time.

The game is played with 13 cubes; 10 with black letters and 3 with red letters. The black lettered cubes will be referred to as the NONVULNERABLE cubes. The red lettered cubes will be referred to as the VULNERABLE cubes.

ONLY THE LETTERS THAT APPEAR ON THE TOP SIDE OF THE CUBES MAY BE USED.

To determine who starts the game, one of the vulnerable cubes is taken and thrown by each player in turn. The player throwing the letter nearest to the letter "A" starts the game. The first player places the 10 nonvulnerable cubes in the cup and throws them on the playing surface. After the cubes are thrown, the timer is set by the opponent and the player begins to form as many ALLOWABLE words as possible (see rules).

WORDS MUST BE FORMED IN A SINGLE LINE FROM LEFT TO RIGHT AND CANNOT BE FORMED IN CROSSWORD FASHION.

ALL CUBES MAY BE FORMED AND RE-FORMED AS OFTEN AS NECESSARY TO OBTAIN THE MAXIMUM NUMBER OF ALLOWABLE WORDS WITHIN THE TIME LIMIT ALLOTTED BY THE TIMER. When the time limit has expired, the cubes are replaced into the cup and passed to the player on the left.

RULES

1. Only words found in a standard dictionary are allowable. No proper names, foreign words or abbreviations are allowed. The use of an "S" to make a plural is not allowed if the same word has been used to make a singular in the same throw.

2. No words containing less than 3 letters are allowed. NOT MORE THAN FIVE WORDS (word group) CONTAINING THE SAME NUMBER OF LETTERS ARE ALLOWED IN THE SAME THROW (see score chart).

3. The player must form, pronounce and spell out the words he has formed. The person to the right of the player must write down all of the words spelled and called out by the player. When any word group (the allowable five) has been completed the person writing the words must advise the player that this word group has been completed.

4. If all the allowable words of any two word groups (that is: the 3 and 4 letter word groups, the 4 and 5 letter word groups, etc.) are made in one throw, a BONUS is given as indicated on the score chart. IT IS NOT NECESSARY TO COMPLETE ONE WORD GROUP BEFORE STARTING ANOTHER WORD GROUP.

5. Only the 10 NONVULNERABLE cubes may be used until a score of 2000 points has been made. Upon attaining a score of 2000 points, the player becomes VULNERABLE. At this time, the 3 VULNERABLE cubes MUST BE ADDED, WHEN USING ALL 13 CUBES, NO 3 LETTER WORDS ARE ALLOWED.

6. After becoming vulnerable (2000 points) the player MUST make a minimum of 500 points in one throw or he will be set (penalized) 500 points. This penalty is subtracted from his score and whatever points he made on the throw are not allowed. AT NO TIME MAY A PLAYER USE THE VULNERABLE CUBES IF HIS SCORE IS LESS THAN 2000 POINTS.

7. THE FIRST PERSON TO ATTAIN A TOTAL SCORE OF 5000 POINTS WINS THE GAME.

8. When playing partners, the partner can suggest words to the player, but cannot touch the cubes. A partner may suggest words ONLY AFTER the player has completed all of the 3 and 4 letter words. If the partner suggests a word illegally his opponents are awarded 300 points. When the partners are vulnerable (no 3 letter words being allowed), the partner can suggest words to the player only after the 4 letter words are completed.