

the new word "LEAN". The letter "D" is then added, destroying the word LEAN but forming the complete word "LEAD". The column now reads TILLEAD.

Letters may continue to be added to the above words in the same manner, i.e. by lengthening the word "LEAD", or building another word, using the last letter "D" as the first letter of the new word.

4. Words of two or more letters found in the dictionary are acceptable, with the exception of proper names and slang or abbreviated words.

5. When a card, drawn from the deck, cannot be added successfully to any column, it must be placed face down at the end of any one of the eight columns. This ends that column and no more letters or cards can be added to it. When all eight columns are similarly blocked the game ends.

6. When the eight columns are blocked, the *number of letters added to the original eight* are counted. This number is the score for the game.

A score of ten cards is fair, twenty excellent and above twenty-five, splendid. Keep track of your highest score and see whether you can better it in a subsequent game.

AMERICAN TOY WORKS, Long Island City, N.Y.

MY WORD

A new and entertaining game that combines the skill of anagrams with the thrills of horse racing.

Directions

To start game, place the horses (one for each player) on the starting spaces of the proper color tracks. Shuffle the deck of cards well and place them in one stack, face down on the table. Draw for first play by drawing in turn until one player turns up the letter "A". (In all subsequent games the player who finishes second, plays first in the following game.) Reshuffle the cards and again stack them face down on the table.

Game is played as follows

1. Beginning with the first player, play proceeds in a left hand direction around the table.

2. At the *beginning* of each player's first turn, he draws three cards from the top of the deck. Thereafter, at the *beginning* of each regular or extra turn of play, he draws *only one card*.

3. Using any of his cards, player endeavors to form either a single word or two words which cross each other. In either case the total number of letters used must correspond to the next number on the track, in the circle above his horse.

Example:

A player, with a horse in the starting space of the track, picks the letters "ROF". He places on the table either the three letter word "**FOR**" or the crossed words **OR**
F

In either case he moves his horse up to circle "3".

4. Horses are moved up the track from one numbered circle to the next by forming words of the required number of letters. Horses can not be jumped over a numbered circle at any time. (The lines

between the circles merely indicate the number of letters required to move the horse to the next circle.)

5. In forming words, all of his letters, including any used in previous words forming a word or words, player may break it up and use any of the letters again. Words formed in one turn may be used again in any other turn to form crossed words.

6. Adding "S" to form a plural and thus lengthen a word is permissible.

7. Whenever a player succeeds in forming a single word of the required number of letters, he receives an additional turn of play, and may continue to play as long as he forms single words.

Examples:

In the aforementioned example, the player forms the single word "FOR", and moves his horse to circle 4. He then draws one card from the top of the deck and endeavors to form a single four letter word. (Or two crossed words totaling four letters.) If he succeeds in forming a single word of four letters he moves his horse to the numbered circle "4", and continues to play until he fails to form a single word of the proper number of letters.

8. When a player is able to form only two crossed words instead of a single word, his turn ends after he has moved his horse up to the next numbered circle.

9. Player loses his turn when he cannot form either single or crossed words of the correct number of letters. Players should be allowed one minute in which to form their words, the dealer announcing the end of the one minute periods. A watch should be kept on the table for this purpose.

10. A free (joker) card may be used as any one letter of the alphabet, but must be discarded immediately after that turn, whether or not it is used in a word.

11. When a picture or number card is drawn, player must do as instructed on the card, but may use any number of letters in his word instead of the number indicated on the track. If successful, player

receives another turn of play, but must discard the picture card before drawing again.

Example:

A player with a horse on circle "5" draws the card reading "SPELL OUT ANY NUMBER FROM ONE TO TEN". Player forms the three letter word "TWO" and moves his horse to circle "6". He then draws a card and plays again.

12. In forming crossed words, only words of two or more letters are permitted.

13. Words found in the dictionary are acceptable, with the exception of proper or geographical names, slang, foreign or abbreviated words.

14. The first player to move his horse up to the seventh or finishing circle wins the race and scores ten points. The race continues however, until a second player finishes, which player in addition to scoring five points, receives first play in the next game. Players may use the same horse and track throughout all races.

The deck of seventy-two cards consists of the following:—

- 1 Each Q - X - Z
- 2 " B - C - F - G - H - J - K - L - M - N - P - R - T - V - W - Y
- 3 " D - S
- 5 " A - I - O - U
- 6 " E
- 2 Free Letter Joker Cards
- 2 Picture Cards
- 1 Number Card.

LEXIGRAM

The deck of cards can be used to play the popular crossword card game "Lexigram". Only the letter and joker cards are used in Lexigram and it will be necessary to remove the picture and number cards from the deck.

How to play "Lexigram".

Two to seven players can play by dealing the proper number of cards, as follows.

From two to four players 11 each
 For five or six players 9 "
 For seven players 7 "

The remaining cards are placed face down on the table in one stack. The top card is then removed and placed face up next to the deck.

1. The first play is made by the player to left of the dealer. He forms any word of from two to four letters and places it in the center of the table.
 Example:

THE

2. The second player takes 1, 2, 3 or 4 letters from his hand and joins them to the word on the table to form a longer word or two crossed words. In the following example, the player adds two letters "O" and "R" to form the single word "OTHER". He could have formed two crossed words instead of the single word, as follows.

Example:

OTHER — THE
 O
 R

3. The third player continues the play, etc.
 Example:

H
O
L
OTHER

4. The following crossword shows how letters may be added.

[4]

H
OASIS
WHY L TIP
I OTHER EMIT
L U E APT
LEND SEAM
G T

• The crossword was started by a player placing the word "THE" on the table. Second player added the letter "O" at one end and the letter "R" at the other end, forming the word "OTHER". The next player placed the letters "HOL" in a vertical line above the "E", forming the word "HOLE". Then the letters "EST" were placed in a vertical line under the "R" in "OTHER", forming "REST". In this manner the crossword was built up.

5. In the event that six or seven are playing, *not more than three* letters may be added at any turn.

6. Whenever a player is unable to form a word from the cards in his hand, he must discard one card by placing it face up *under the upturned card next to the deck*. He must then pick either the top upturned card, or the blind card from the top of the deck, and add it to the cards in his hand. His turn then ends. (Players must always discard before picking.)

7. There can be no incomplete words on the table at any time. When letters are next to other letters in both vertical and horizontal directions, there being no empty space between them, they must form part of both horizontal and vertical words.

Example:

TIP
SEEM
U AP
N M

Player adds the letters "MP" to form the vertical word "IMP," but finds that it leaves the incomplete horizontal word "AP". The letters "MP", therefore, cannot be added.

[5]

8. Only one word can be formed by a player during one turn.
9. The first word on the table determines the reading positions of all subsequent words. Words must read from left to right or from top to bottom in relation to the first word.
10. Players are not allowed to add "S" or "ES" to a word to form the plural, unless those letters are part of another word.

Example:

TIPS
A
T

The word "SAT" can be added to the cross word so that the "S" forms the plural of the word "TIP".

11. A Free Joker Card represents any letter of the alphabet, and can be used at any time in place of a letter.
 12. All words found in a dictionary may be used, with the exception of proper or geographical names, foreign, slang or abbreviated words.
 13. A player may challenge a word formed by another player, and after consulting the dictionary, the player proven wrong has five points added to his score.
 14. At no time are players permitted to exchange cards.
 15. The game ends when a player has played out all the cards in his hand. All other players then add up the numbers on the cards remaining in their hands. The totals are added to their scores, the winner of course, adding nothing.
- Several games are played until one player's score reaches 100 points. The winner then is the player *with the lowest score.*

WORD SOLITAIRE

To those many people who enjoy a game of solitaire, we recommend "Word Solitaire". A high score depends upon the skill of the player

rather than upon chance, and the unlimited combinations makes each game different.

Only the letter card **J** is used. To begin the game shuffle the deck well and place it face down on the table. Remove the top eight cards and arrange them face up in one horizontal row.

1. The object of the game is to remove one card at a time from the top of the deck and place it underneath any one of the eight letters to form a *complete word or part of a word.* (Words must always read downward.)

Example:

SJELTUAO
N

The "O" placed under the "J" begins the word "JOT". The "N" placed under the "S" forms the complete word "AN".

2. When a letter is drawn from the deck it may be added to any of the eight columns, providing of course that the letter combines with the letters above to form a complete word or part of any word.

Example:

The letter "I" is added to the first letter "T" of a column, thus beginning the word "TIE". The letter "L" is then added to the "TI" destroying the word "TIE" but forming part of the word "TILT". An "L" is then added to the "TIL" destroying the word TILT but forming the complete word TILL.

3. Whenever a complete word is formed, it may be lengthened by adding letters that will form a longer word, or the last letter of the word may be used to begin a new word.

Example:

A column consists of the word "TILL". The letter "E" is added to it to form part of the word "TILLER". However, instead of completing that word, the letter "A" is added, which joins with the last letter "L" of the previous word and the following letter "E", to begin