

L BUTLER & GOLDEY

MODE IV.  
MATCHING.

This is a very easy way of playing, and very interesting. Remove the prizes from the pack.

Deal four cards to each player, and none to the table. Lay those remaining on the table face down. Turn up the top card, which is the "LEADER." If a Root is turned up, place it in the centre of the pack, and turn up the next card. Only Prefixes or Suffixes can be used as a "Leader."

The player at the left of the dealer plays one card from his hand to the table. The next player, if he can match a syllable with the cards in his hand with those on the table, plays that one card and takes the trick; if not, he plays any card from his hand.

The player can take all the syllables or cards on the table that any of the three syllables on the card he plays will match. A Root will take any Root on the table.

For example, the cards

CON	DE	E
PRE	IN	PER
EX	IM	AP

lie on the table. The player

holds in his hand the card

CON
DE
E

—with this card he takes all three cards from the table.

The player getting the greatest number of cards like the Leader scores three points. That is, if a Prefix is the Leader, the greatest number of Prefixes; or if a Suffix is the Leader, the greatest number of Suffixes. The greatest number of cards scores two points. Every syllable that matches one on the Leader scores

one point; as

CON
DE
E

is the Leader. Every CON, every DE and every E scores one point. If two syllables of the Leader happen on a card, they score two points.

The game is thirteen points.

MODE V.

When a player builds or forms a word, any player in turn may take it by substituting another Prefix or Suffix for the one which has not yet been played. For example, A forms RE-PORT-ER, and plays the RE, holding the ER till his next turn. B says he makes it RE-PORT-ED, and playing the ED, takes the trick.

A Trick can be taken only in one turn around the table.

It should be distinctly understood before playing which rules will be used.

All the prominent Roots in the English language are held in reserve in connection with this game, and they will be substituted from time to time for the present Roots, in order to add freshness to the game.

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# "SYNTHESIS;"

## THE GAME OF SYLLABLES.

[Patented July 26th, 1881.]

CHARMING! INSTRUCTIVE!! ENTERTAINING!!!

The object of the Game "Synthesis," is to furnish a basis upon which may be built a thorough knowledge of the origin and derivation of words in the easiest and most interesting manner possible.

### THE GAME

is composed of sixty-four cards divided as follows: Nineteen (19) cards with three Prefixes on each card; twenty-five (25) cards with one Root on each card; fifteen (15) cards with three Suffixes on each card; five (5) cards or prizes with one Suffix on each card.

### EXPLANATION.

A Prefix is one or more letters placed before a Root to modify its meaning.

A Root is the part of a word to which are added Prefixes, Suffixes or both, to form derivative words.

A Derivative word is one formed from a Root by adding Prefixes, Suffixes or both.

A Suffix is one or more letters placed at the end of a Root to modify its meaning.

The game is played by combining Prefixes, Roots and Suffixes, so as to form derivative words.

### RULES.

Let each player draw from the pack one card; the first one drawing a Prefix should deal. If no Prefix is drawn on the first round, continue.

Mix or shuffle the cards thoroughly, and let each player in turn act as dealer. Give four cards, one at a time, to each player, and lay four cards, one at a time, face up on the table. When these are used give four more, one at a time, to each player, but none to the table, and proceed in this manner till the pack is used, and if any odd cards remain lay them on the table face up.

Beginning at the left of the dealer, each person plays in turn. For example, A sits at the left hand of the dealer and the four cards ING, RE, PORT, ION lie on the table. A having arranged his cards so that he alone can see them, plays either a Root, or a Prefix, or a Suffix, so as to make a word from one or more cards on the table, and when a word is formed it is taken from the table and laid face down and called a trick.

After a trick has been taken, any player in turn may add a suitable Prefix or Suffix and claim it from the other player, and any other player in turn may take it by still adding. For example, A forms the word TRANS-ACT, and, taking it from the table, lays it face down. B, looking at his hand, sees he cannot add a card to it and cannot make any other word and plays a card to the table. C sees the Suffix ION in his hand, and says, I make it TRANS-ACT-

ION by playing the card ION, and takes the trick from A. D sees in his hand the suffix S and plays it, saying, I make it TRANS-ACT-ION-S, and takes the trick from C.

A trick can only be taken from a player in one turn around the table.

When a player takes a trick (or word), if any player in turn can add a card lying on the table to it, he takes the trick without losing his regular turn.

If the four cards dealt to the table contain a word, it should be left there, unless a player can add to it.

Every word formed should contain a Root, and can be made of two or more syllables.

Each player has but one turn, and can play but one card from his or her hand at a time, and is allowed one minute and a half.

If you cannot make a word, or do not wish to form, as will be explained later, you must play one card from your hand to the table, face up.

A player can use any one, but only one of the three Prefixes or Suffixes on the same card.

When a card is played and the player neglects to take a trick formed, any player in turn may take it.

The final E is dropped before a Suffix beginning with a vowel, as CEDE-ED—CEDED.

When the last letter of a Root or Suffix should be dropped by adding an additional syllable, according to the above rule, a dash before that letter will be found, and the card played should be placed upon it, covering it from sight; as in the word confusing from confuse-ing. The player should endeavor to make words of the greatest number of syllables, as a word of four syllables scores one point, five syllables two points, six syllables three points.

A SWEEP—The player who takes all the cards from the table makes a sweep and scores one point. The next player must play one card to the table, face up.

The Prizes used in this game are to secure the greatest number of points, and they will be found valued respectively one, two and three.

When all the cards in the pack are exhausted, the player taking the last trick takes all the cards remaining on the table.

Making an incorrect word, or spelling incorrectly, forfeits the player's turn, and the first card of the incorrect word is taken by the player who first detects the error. If more than one detects it at the same time, the card is played to the table.

Longer words may be made by varying the number of cards dealt to six to each player and four to the table.

The Dictionary should be consulted in the case of all doubtful words. From one to two thousand words may be formed from this game.

### FORMING FROM THE HAND.

When a player holds in his hand a complete word, or holds two or more cards which, when combined with a card lying on the table, will form a complete word, he may play one of the cards and say "I FORM," calling out the word he intends to form. His other card is held in reserve till his next turn, when he lays it down beside the others and takes the trick.

The cards used in forming a word may be played in any order pleasing to the player.

When a player forms a word from his hand, any player in turn, if he holds the card wanting to complete the word, can claim it. Then, if any player in turn can add to it, when completed, he can take it. For example, A holds in his hand the cards RE and FUL, and the card SPECT lies on the table; he says, I form the word RE-SPECT-FUL, and playing the FUL, holds the RE in reserve till his next turn. B, also holding a RE in his hand, plays it, com-

pleting the word, and takes the trick. In forming a word, it must be completed before the player can play on any other word. The object of forming is to make four, five, or six-syllable words.

### SCORE.

Place in a pile all tricks won and lay each one or more points, when taken, crossways, on the pile, in front of the winner, to easily distinguish them.

The game is composed of twenty-three points.

There are five Prizes.

Prize ANT scores.....	1 point.
“ IBLE “.....	1 “
“ EE “.....	2 “
“ OR “.....	2 “
“ FUL “.....	3 “
The greatest number of cards score.....	3 “
Words of four syllables score.....	1 “
“ “ five “.....	2 “
“ “ six “.....	3 “
Each sweep scores.....	1 “

### MODE II.

#### ANOTHER WAY OF PLAYING.

Shuffle the cards. Deal six cards to each player, and none to the table. No player must see his cards. The player at the left of the dealer lays a card on the table and turns it face up. The next player does the same, and if he can form a word, he takes it. Any player in turn if he can add to the word, takes it from the other.

In playing a card, the player can take as many Prefixes, Roots or Suffixes as will make words when joined to the Prefixes, Roots or Suffixes he plays. When a player makes more than one word with the same card, the next player loses his right to retake any of those words by adding an additional syllable. Every word should contain a root.

An incorrect word forfeits the player's turn, and the card played is taken by the next player.

A trick can be taken only in one turn around the table.

A sweep can be made as in the first way of playing, and the score is also the same.

### MODE III.

#### PLAYING WITH ONLY PREFIXES AND SUFFIXES.

Remove all the Roots from the pack. Shuffle the cards. Place twelve cards on the table face up, so all may see them. The player at the left of the dealer makes one word by using any Root in the English language his mind suggests, and combining it with any or all of the Prefixes or Suffixes on the table. He then takes the word and lays it in front of him, face down. Any player in turn may take it from him by still adding a Prefix or Suffix from the table. An incorrect word forfeits the player's turn. A sweep and the score is the same as in the first way of playing.

A word to be taken should contain a Prefix and Suffix, or two Prefixes, or two Suffixes.