

# Word Making & Word Taking.

1. The game may be played by any number of persons. It is most enjoyable when the number of players is from three to six.

2. To open the Game, one of the party draws a letter from the box, taking pains not to see the letter before it is drawn. If this letter does not itself form a word,\* it is placed at the centre of the table. The next player to the left then draws a letter, and if it will form a word when placed with the letter before drawn, he takes the word thus formed, placing it before him in sight of the other players. If the two letters now drawn do not form a word, the second letter is placed with the other at the centre. The next player to the left now draws a letter, which he may combine with one or more of the letters at the centre to form a word. Any letter which cannot be used when drawn, should be placed in the pool at the centre.

3. Not only may words be formed as above described, but any word in the possession of another player may be taken away, provided one or more letters are added. For example one of the players has the word *FIN*; another draws a *D*, and, taking this word, forms the word *FIND*. The order may be changed in forming a new word; for example, one player draws a *P*, another player has the word *LAME*; with his *P*, the first may form the word *AMPLE*.

The letters which accumulate at the centre form a pool, from which any player can draw when it is his turn. If, for example, when in the case just mentioned, *P* was drawn, there had been an *S* at the centre, it could have been taken to form the word *SAMPLE* instead of *AMPLE*. If the player failed to do this, any one, who noticed it could take the word *AMPLE* and form *SAMPLE* as soon as his turn came. No word can be taken unless something is added to it.

4. Geographical and proper names, and words of foreign languages are not allowed. A word should not be taken if the addition is simply to change it from a singular to a plural. The player may however add an *S* to any one of his own words, so as to render it less liable to be taken. Each player, when it is his turn, may do all that he can within the above rules, and can do nothing more till it becomes his turn again.

5. The right to draw from Box is not lost by forming a word from the pool.

6. The dictionary shall decide whether a word is to be admitted, when the players are in doubt.

7. An exception may be made to rule 4, when the Game is used, (as is sometimes the case,) for Geographical and Historical names only, or for the names of Authors.

8. The person who first secures and retains ten words wins the game.

\* It is also perfectly proper to agree that no word shall be made of less than two or three letters.