
ALTERNATIVE METHOD
OF SCORING

DISREGARD STARS AND COUNTERS.

At end of the game each player simply scores:
5 points for every letter in words of 7 letters or under
10 points for every letter in words of 8 letters or over.

In this Alternative Method, scoring "For Number of Words," "For Length of Words" and for the final 25-point Bonus is optional.

"Dictionary, Please!" may be played without any scoring at all, if so desired, by those whose sole wish is to form and capture words.



THE
GAME
OF

*"Dictionary,
Please!"*

REGISTERED U. S. PATENT OFFICE

FOREWORD

In the main, the objects of the game are for each player to form as many words as he can from letters as they appear on the table

to improve and protect his own words in order to render them less vulnerable to seizure by opponents

to capture words made by other players, by the addition of one or more letters

to stimulate a greater appreciation of the dictionary and its usefulness.

The dictionary should be freely available to players and used as an aid in the strategy of the game.

The game of "DICTIONARY, PLEASE!" serves two excellent purposes. In the first place it is an intellectual contest in which luck and hazard also have a share; in the second place it is educational—apart from any conscious aim or intent on the player's part—for if properly played, it inevitably opens fresh insight into the meanings and sources of words.

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One of the chief features of this game is the pattern of the 350 letters used, which was worked out during a long period of experimental play and was derived from an analysis of more than twenty-five thousand words.

The ratio of letters which make up the set of blocks in this game is:

A - 29	G - 9	M - 11	S - 18	Y - 4
B - 6	H - 11	N - 26	T - 28	Z - 2
C - 15	I - 29	O - 23	U - 9
D - 14	J - 1	P - 9	V - 2
E - 41	K - 4	Q - 1	W - 4
F - 7	L - 19	R - 27	X - 1

In the opinion of the designer of this ratio this wide spread of letter blocks approximates as closely to the optimum formula as is practicable mathematically.

In order to derive the most benefit from this game, it is recommended that a player make use of pencil and pad to note words which can be captured from opponents if the necessary letters are available when it is his turn to play.

There are Two Ways of Scoring in "Dictionary, Please!"

The first is by using Stars and Counters which cover the capturing of words from opponents and the lengthening of one's own words.

An Alternative Way is to disregard all Stars and Counters and score according to the number of letters in the words a player holds at the end of the game.

"Dictionary, Please!" may also be played without any scoring at all.

"Dictionary, Please!"

METHOD OF PLAY

Number of Players:

Any number may play, though if there are more than five or six it may slow the game.

Two persons may play as partners, if desired, provided they do so as a single unit—using only one rack and drawing a single player's allotment of letters but consulting on all plays.

To Start:

Place all the letters in the bag.

Place the "Stars" and "Counters" in a bowl or small tray.

Each player draws a letter and displays it.

The player drawing an "A" or the letter nearest to "A" is the first to play. If two players draw identical top letters, those tying for the letter nearest to "A" return their letters to the bag and draw again.

When it has thus been decided who begins, **player No. 1 accumulates 10 letters**—either by retaining the letters drawn by the players and completing his 10 by drawing the remainder from the bag, or by returning all the letters to the bag and drawing 10 entirely new letters.

When player No. 1 is ready with his 10 letters, **before any play is made all other players draw three letters each and place them on their wooden racks.**

Progress of Play:

After Player No. 1 has made his word, or words, he places them in plain view on the table and discards his unused letters to the center of the table. **This starts the pool** into which subsequent players likewise place their discarded letters—face up.

Player No. 1 completes his turn by drawing three more letters from the bag for his next turn.

The play proceeds clockwise and after player No. 1 has

(a) made his word or words

(b) discarded his unused letters to the pool, and

(c) drawn three new letters

the play passes to player No. 2—and in turn to each successive player.

In forming new words, or in capturing words from opponents, a player makes use of his own letters plus those in the pool.

Each player, as he starts to play, should first display his letters on the table and form his words in the open. This courtesy of the game gives all players more time to devise words for future plays.

Until he plays, a player keeps his letters concealed on his rack.

Length of Words:

No words of fewer than 4 letters are allowable.

Permissible and debarred words:

Any 4-letter complete word appearing in heavy-faced type in the dictionary used is permissible, together with all its proper inflectional forms,

Except

Capitalized words
Hyphenated words
Obsolete words

A word should be debarred as obsolete only when it is so classed in all its meanings.

Passing:

Any player may elect to pass a single turn—and draw three additional letters—thus raising his reserve supply in hand to six. He may not, however, pass twice in succession. After having accumulated six in hand, he must play in his next turn.

The advantage of being able to pass once will be apparent when one finds the pool depleted by the preceding player—or when no play seems possible or desirable.

Capture of Words:

A player may capture a word from an opponent provided he lengthens it and makes a word entirely unrelated to the captured word: that is, one of a different derivation and meaning.

Words may not be captured by turning them into the plural, by changing the tense of verbs or by the addition of affixes.

The word "TRACTOR", for example, may not be captured in any such form as EX-tractor, DE-tractor, CON-tractor or any words having the same origin.

In capturing a word from another player every letter of the captured word must be used in the newly formed word.

A word may not be captured if the change is merely an inflectional variation of the original word. For example: "Wind" (noun) may not be taken by "Winds" (verb) or "Bolt" (n) by "Bolts" (v), or vice versa.

Double Captures:

Very rarely it is possible to bring two complete words together to form an entirely different word. This may be done, with or without the addition of letters, by any player making use of any words displayed, regardless of ownership, provided the new word does not retain either of the original words in its entirety.

EXAMPLES

Allowable—	Not Allowable—
Fling Adore + S DRAGONFLIES	Dragon Life + S DRAGONFLIES
Graph Dine + S HEADSPRING	Head Grips + N HEADSPRING

Bonus for Capturing Words:

A captured word is to be indicated by the placement of a star before the word—the score value of which increases with each successive capture. A player taking a captured word earns a star of the next higher rating. (See Score Table.)

Any player who achieves a "Double Capture" wins 50 points and takes a Purple Counter.

Defensive Play:

A player may alter his own words as freely as he wishes, when it is his turn to play, (provided he utilizes in the improved word every letter in the word he is changing) and should do so whenever a change will produce a word more difficult to capture. This is the core of defense play.

The rules governing the capture of words from opponents do not apply to the player when altering his own words.

Constitution of a Turn:

Any play constitutes a turn—even though a player may make a word without using any of the three letters he has in hand. If he forms a new word—or alters a word—he shall be deemed to have had his turn and must discard the letters in hand, drawing three fresh letters for his next turn.

Duration of a Turn:

In the game of "Dictionary, Please!" there is no time limit governing the duration of a turn. Players should be free to study their moves, and while this is going on the others should be planning their plays so that every one is busy.

SYSTEM OF SCORING

FOR

"Dictionary, Please!"

DURING THE GAME:

A PLAYER TAKES—

FOR EACH ORIGINAL WORD MADE:

5-point Green Counter. (This goes directly into the "Individual Envelope" at the time the word is made.)

FOR LENGTHENING ONE'S OWN WORDS:

5-point GREEN counter for adding 1 or 2 letters

10-point RED counter for adding 3 letters

25-point BLUE counter for adding 4 or more letters

to any one word in any one turn.

FOR CAPTURING WORDS:

For 1st capture . . . GREEN star 5 points

" 2nd capture RED star 10 points

" 3rd capture BLUE star 25 points

" 4th capture SILVER star 50 points

" 5th capture GOLD star 100 points

FOR A "DOUBLE CAPTURE":

50-point Purple Counter.

"Stars" and "Counters" must be claimed by players as they are earned.

AT END OF GAME:

FOR NUMBER OF WORDS:

5 points for each word in hand.

FOR LENGTH OF WORDS:

5 points for each word of 4 or 5 letters

10 points for each word of 6 or 7 letters

15 points for each word of 8 or 9 letters

25 points for each word of 10 or 11 letters

50 points for each word of 12 letters and over.

PLUS

Any Bonus of 25 points to which player may be entitled according to Sections (a), (b) or (c) of Rules relative to ending the game.

Score for Original Word:

A player is entitled to a 5-point Green Counter for each original word that he makes. This counter he places in his small "Individual Envelope." "Captured words" are not regarded as "Original words," as they have their own "Star" score value.

Score for Number and Length of Words:

At the end of the game, players score for the Number and for the Length of their words. (See Score Table).

Lengthening One's Own Words:

A player scores for lengthening his own words, by taking a 5-point Green Counter for adding one or two letters; a 10-point Red Counter for adding three letters and a 25-point Blue Counter for adding four or more letters to any word in any one play. Counters thus earned should be placed in front of the lengthened words.

Individual Envelopes:

Individual envelopes are provided for players to keep the Stars and Counters they have earned on words that have been taken from them.

Duration of Game:

It is recommended that a game should last long enough to produce three or four permutations, for it is in this type of play that the greatest intellectual sport is to be found.

The game may end—

(a) by completion of a stated number of words: in which case it ends when the number of words agreed upon (usually 8 or 9) has been retained by any player throughout one complete round.

When the game ends in this manner, the player who thus brings it to an end scores an Extra 25 points.

(b) By setting a time limit: in which case the final round should be agreed upon. The player who had the first turn should be the one to start the final round. For this last round, all players shall draw to the maximum allotment of six letters, so that all shall have an equal number of letters for their final effort.

(c) by playing until there are no more tiles to draw: in which case it ends after a complete round has been played ending with the player who drew the last tile.

When the game ends by either method (b) or (c), the player holding the most words scores an extra 25 points. In the event of a tie, those in the tie each score 25 points.