

How to Play "Klova."

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The game may be played by any number of persons.

The letters are placed face down. Each player draws one and may place it upon any of the circular spaces.

The objective point in the game is to secure 50 or 100 points, as the players may decide among themselves, by making words, each letter in every word constructed counting one point.

The player first securing the necessary 50 or 100 points wins the game.

The letters printed on the board may be used in constructing words just as though they were placed there by the players.

The words may be spelled either up and down the board, which is the shortest distance across, or from left to right, either directly across the board or diagonally, but not in any case from right to left, which would be spelling backwards.

All letters must be placed in the same relative position as those printed on the board.

A letter once placed upon the board cannot be moved during the game. Any word may be changed by the addition of a letter or letters placed upon unoccupied spaces, in juxtaposition to the word already formed, making new words of these which have been constructed.

For instance, the word L-O-V-E has been constructed by a player. Another player draws the letter R which may be added to the word already formed and claim the new word L-O-V-E-R, which would entitle him to 5 points. Then another player adds the letter P making the word P-L-O-V-E-R, and so on.

Any player forming an incorrect word loses as many points in the game as there are letters in the word.

The haphazard arrangement of the letters on the board allows of so many changes that numberless words may be formed, many of them containing a large number of letters, and anywhere from 3 to 25 or 30 points may be secured by a player at one time if he is bright enough to apply the letter which he draws, in the right way.

This element of good fortune in drawing the right letters, as well as skill in placing and constructing, makes a game which is entirely novel and of great interest.

Proper names, contractions, slang words, those that are obsolete, and any containing less than three letters are debarred from the game. It is not allowable to make a new word by the addition of S, changing from the singular to the plural.

On one of the diagonal lines of circles, near the centre of the board, the letters K L O V A are arranged, spelling the name of the game. One set of red letters, corresponding to those used in the name "Klova," will be found among the others. When a player draws one of the LARGE LETTERS OF THE PRIZE WORD he must place it upon the corresponding letter printed on the board and claim 5 points in the game. The person who is fortunate enough to complete this word, the printed letters on the board having been covered with this set of duplicate letters, scores 25 points. This is the prize word of the game.

Anyone seeing a word which has not been taken may claim it.

AN EASY WAY TO KEEP SCORE.

FATHER	MOTHER.	FRANK.	MILDRED.
Costly, 6	Sock, 4	Tough, 5	Bean, 4
Jar, 9	Pare, 8	Length, 11	Cat, 7
Cake, 13	Din, 11	Card, 15	Hoe, 10
	Dine, 15	Crank, 20	KLOVA, 35

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