

ANAGRAMS

A GAME THAT'S FUN FOR TWO OR MORE

The whole point of the game is for each player to construct words of three or more letters. The first person completing ten such words, wins. But remember! Proper nouns, slang, obsolete and foreign words are all taboo.

How to Start—

1. Turn all the tiles, face down, on the table and shuffle them. This reserve is called the "Kitty."

2. Everyone draws one tile from the "Kitty" and places it, face up, in the center of the table to form the "Pool." The player whose letter is nearest the beginning of the alphabet, starts off. (In case two tie for first play, each draws another letter and places it in the "Pool," as well.) Now each draw a second tile apiece, look at it, but this time, hide it in your hand till your turn to play. (Turns rotate from left to right.)

3. The first player tries to make a word, either with or without his letter-in-hand; and all, or any, of the letters in the "Pool." If he fails, he discards the letter-in-hand, face up, into the "Pool," draws a new one from the "Kitty," to hold until his next turn. Then play passes to the left. But should he be successful in spelling a word, he draws again. (If letter-in-hand was not used, it is discarded into "Pool" before a new one is drawn.) You're entitled to another draw and play for each word you construct.

On Stealing In General—

4. As each player makes a word he places it in front of him, face up, towards the center of the table, so everyone can see it. This isn't to "show off," but to give the rest of the players a chance to *steal* it.

5. Anyone can steal a word by adding to it, either the letter-in-hand or one or more letters from the pool—or both. BUT:—*This addition must change the basic meaning of the original word!* Therefore, stealing words by merely forming plurals (e, es) past tenses (ed), participles (ing), etc., is forbidden. For example, if you have an "S," you can't steal someone's "PEAR" by making it "PEARS," but you can claim it, by changing "PEAR" into "REAPS" or "SPEAR." Every letter in the original word must appear in the captured word.

6. No word can be stolen by dividing it into two words. But two of the opponent's words can be stolen by combining them into one word, providing one or more letters are added.

Hints—

7. Whenever it's your turn, try to make your own words tougher to steal by adding to them letters, either from your hand or the "Pool." This, of course, doesn't entitle you to another play. Plurals and past tenses, etc., are permissible when used to protect your own words.

8. If you're playing with a very slow and deliberate person and you're getting hot under the collar, suggest a time limit for each play—about one minute is customary.

9. Have a dictionary handy, in case of disputes.

On Winning—

The first one to hold ten words, uncaptured, till his turn comes around again, wins.

Remember, no peeking and no bad words!

TRI-COLOR ANAGRAMS

If you're playing with a set of Tri-Color Anagrams, the regular Anagram rules apply, but there is a special system of scoring:

Premium for winning 25 points.
 Words made only from IVORY letters . . . 1 point for each letter
 Words made only from BLUE letters . . . 3 points for each letter
 Words made only from RED letters . . . 5 points for each letter
 For words of seven letters or more, the above points are doubled.
 For words of different colored letters, nothing at all!

RUMMY GRAMS

1. Turn all tiles, face down, and shuffle "Kitty."
 2. Every player draws seven letters and sets them up in front of him so that no one else can see them.

3. One letter is then drawn from "Kitty" and placed "face-up" in the middle of the table.

4. The first player picks the "face-up" letter or one from the "Kitty."

5. If he wishes to keep this letter, he must discard one of the other letters in his hand, by placing it "face-up" in the middle of the table, and turning down the other "face-up" letter.

6. After discarding, a player must never have more letters than before drawing.

7. All plays are made like this, in turn from left to right, until a player has three letters that spell a word. This word is laid down "face-up" in front of the player and one of his remaining letters discarded.

8. Any player, in his turn, may lay down any three-letter word or add one letter to any word already formed. This does not apply to forming a plural with "S" or a past tense with "D." When adding a letter to a word, the order of its letters may be changed, as in Anagrams.

9. The first to lay down all his letters wins. He scores as many points as there are letters remaining in all other hands. Each other player loses as many points as he has letters still unplayed. Good luck!

ANAGRAM SOLITAIRE

When you're all alone, and feeling sort of blue, try a game that dates back to the Middle Ages.

Take all the letters of your name—or any name that appeals, whether it be of a city, or the Latin name for a flower—and re-arrange the letters to form other words, which, when strung together, make some sense.

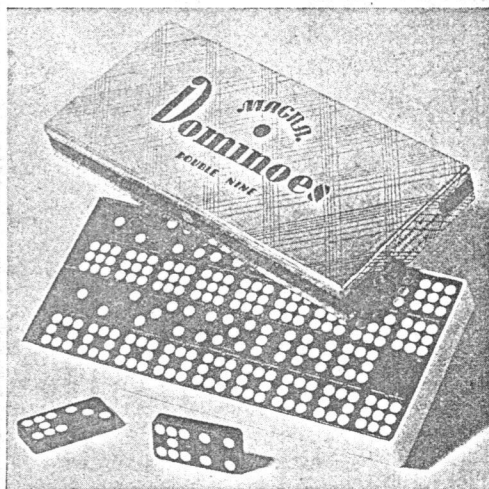
DISRAELI I lead, sir.

FLORENCE NIGHTINGALE . . . Flit on, cheering angel!

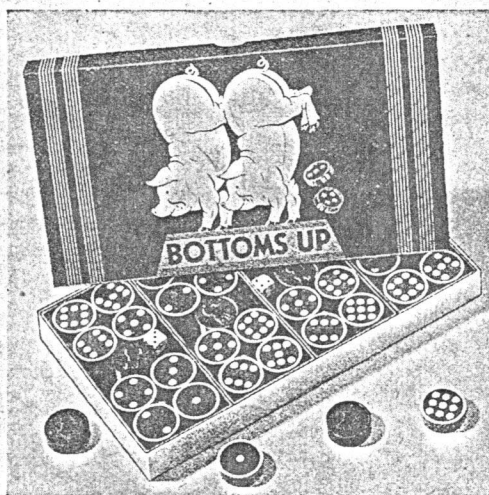
If you feel there aren't enough possibilities in a word, it will be comforting to know that any 12 letters can be arranged in 479,001,600 different ways—a calculus bug told us so!

GAMES AND THINGS--JUST FOR FUN

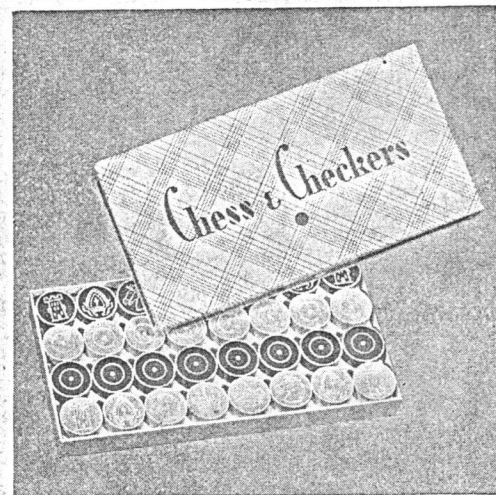
ASK FOR THEM WHEN YOU GO SHOPPING



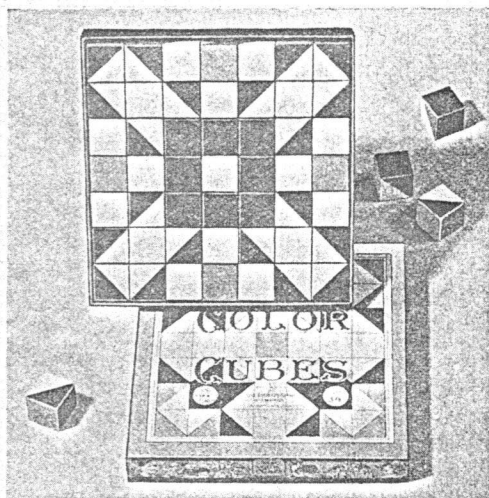
The oldest maker of Dominoes in America *should* have the most complete assortment. Double sixes, nines, twelves, yes, and even double fifteens, if you want them. All carefully embossed, spotted and polished—to make doubly sure that you'll enjoy playing with them.



Bottoms Up is one of those rare dice games that even your dumbest friend can learn in no time at all. But at the same time, it's got suspense enough to keep a worldly crowd, hard at it all evening. Looks like a million—Costs \$1.00.



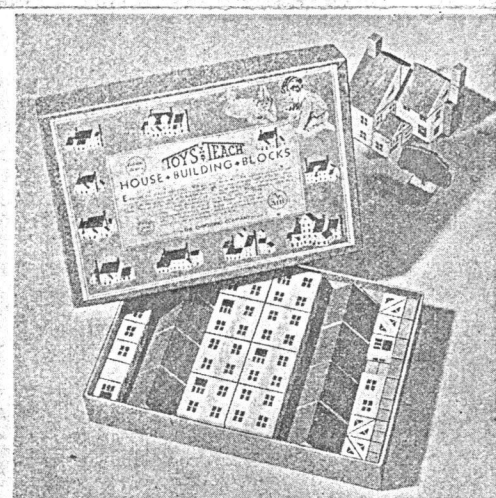
Here's a combination for you! All the Rooks and Pawns for simplified Chess on one side and nice Checkers on the other. Price 50c. Or, if that doesn't appeal, ask to see some of our regular Checkers. There's bound to be *some* set you'll fall for.



For 28 years, Color Cubes have been a favorite designing set. Today—in these psychological times—they are considered essential to the development of every well-rounded child. We shudder to think what will become of your child unless you spend 50c or \$1.00 for a set!



Distinctive little packages to slip in your pocket and give to the commuter, the convalescent, or anyone else with time to kill. Because we can't rightly say which is the best—better get one of each. They're only a quarter a throw.



House Building Blocks—Build one colonial house after another—white ones of course, with bright red chimneys atop of sloping green roofs. An ingenious child—or parent—will create delightful villages in the sandpile or nursery with these houses as a starter. \$2.00 a set.

THE EMBOSSING COMPANY

Albany, New York