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be a plural one, as
the letters C A R to

P Y

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PATCH WORD CARDS

The two PATCH WORD CARDS are wild and represent any letter the holder desires. Once played on the table however these cards remain there and represent the letter for which they were played for the rest of the hand. They are useful in the last play from your hand and it is sometimes wise to hold them for this purpose. But look out, for each of them counts 15 points against you if someone goes out ahead and they are left in your hand.

CHALLENGES

Any player can challenge any word at any time. If the word is found in the dictionary being used or is found to be correctly spelled the challenger is penalized 10 points. If on the other hand the challenger is found to be correct, 10 points is deducted from his score.

NOTE

If during the play of any hand, the unused cards on the table are all used, the discards may be re-shuffled, the top card exposed and the hand can continue as before.

CAUTION

Do not forget the object of the game is to play all of your cards as soon as possible. As soon as one player does this he wins the hand. The values of the cards (the small red figures in the corners) remaining in each players hand should be totaled and the sum entered against each player by the scorekeeper. The game ends when one player has a score of 100 (or any other previously agreed on score) and the player with the smallest score against him wins the game.

Have you seen these other

ALL-FAIR

ADULT GAMES?

•

SWEEPS.

POTLUCK

BINGO

•

SKILLFULLY DESIGNED

BEAUTIFULLY LITHOGRAPHED

THE UTMOST IN PLAY VALUE

*A New
Cross Word
Card Game*

PATCH



WORD

MANUFACTURED BY
E. E. FAIRCHILD CORPORAT
Rochester, N. Y., U. S. A.

PATCH WORD

THE DECK

Consists of fifty-four cards; fifty-two of which are letter cards and two others, are PATCH WORD cards and are used to represent any letter in the alphabet.

PLAYERS

May be any number from two to seven. If more want to play, use two packs of cards.

OBJECT OF GAME

The players attempt to exhaust all the cards in their hands by forming words on the crossword puzzle, before the other players can do so. Cards held by each player at the end of each hand are counted AGAINST them. Player with the LOWEST score WINS the game.

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DEAL

The cards are thoroughly shuffled and cut to determine the dealer. Player with letter nearest A becomes the dealer. If two or three are playing, each player should be dealt eleven cards—four or five, nine cards—six or more, seven cards each. The remaining cards in the pack are now placed face down on the table and the top card removed and turned face up alongside the others.

THE PLAY

The player on the dealers left starts the play. If possible, he makes a word of two, three, or not more than four letters from the cards in his hand and places it on the table. If he cannot make a word in this manner, he must discard one of his cards and pick up either the top card from the unused pack or the exposed card. The discarded card now becomes the exposed card. The play then passes to the next player on his left. In the event the first player has been unable to lay a word on the table, the next player in turn attempts it. Only one word is laid down on the

3

table at the beginning of each hand. All subsequent players must add to that word, forming additional words, from the cards in their hand or failing to do so, must discard a card, and take up another from the top of the unused pack or the top exposed card. The player must discard before he picks up the card to replace it. Having discarded the player's turn is over. Players are not permitted to exchange cards.

THE PLAY CONTINUES

Once a word has been laid on the table each player in his turn attempts to add letters (but not more than four, at any turn) to that word, either in a vertical or horizontal direction, to form additional words. Additions can be made only one way at each turn, that is, horizontal or vertical. Only one word can be formed or added at each turn and this can never exceed four additional letters. No incomplete word either horizontal or vertical can remain on the table at any time. When two or

4

more letters adjoin either horizontal or vertical they must always make a word both ways. See Fig. 1.

H
I S
D E A R E S T
L A
F I S H
H

Fig. 1.

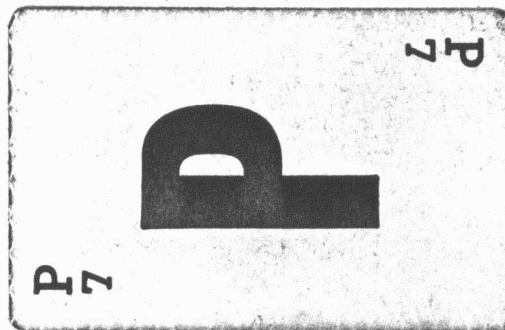
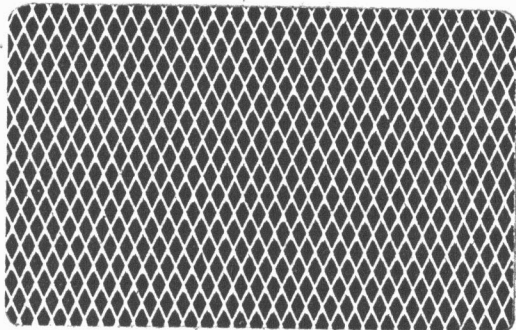
EXAMPLE

The cross word puzzle illustrated above was made in a game which was played as follows: The first player laid down the four letter word **DEAR**. Next player added the letters S L F using the letters E in Dear to make **SELF**. The third player added the letters H I over the D in Dear to make **HID**. (Note that in doing so he also made the word **IS** on the horizontal as it is absolutely necessary that all adjoining letters, however read, should form parts of words.) Another player added the letters I S H to the F in Self to form

5

FISH. N and H to one else made it I this way the cards players n maining numerals and these them. A player at the play player he with the I

PLURAL
Players singular the letter they can at right Fig. 2. H



add a singular word to an S already on the table to form a new word even though this would be a plural one, as for example to add the letters C A R to the S in Fig. 3.

C
A
R
E
S
P
Y

Fig. 3.

Plural words that do not end with the letter S are permitted.

PROPER NOUNS

Proper nouns or words in a foreign language are not allowed. In case of a dispute refer to a dictionary and if the word is in the dictionary being used, it should be allowed.

ADDING LETTERS

It is permissible to add letters to either end of any word to form new words subject to the above limitations.

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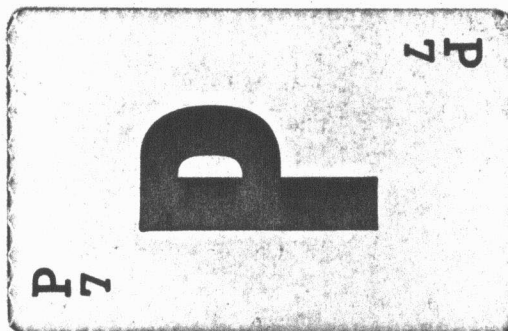
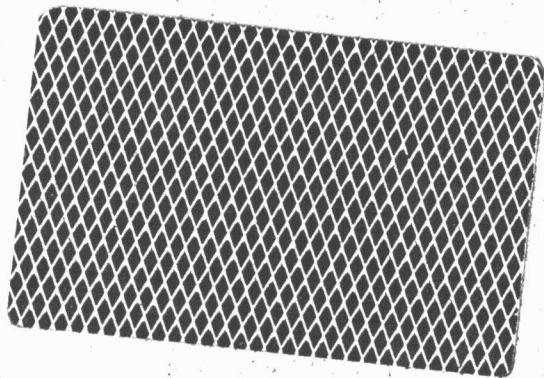
POTLUCK

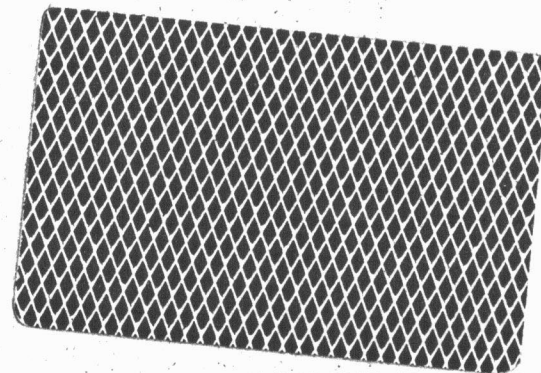
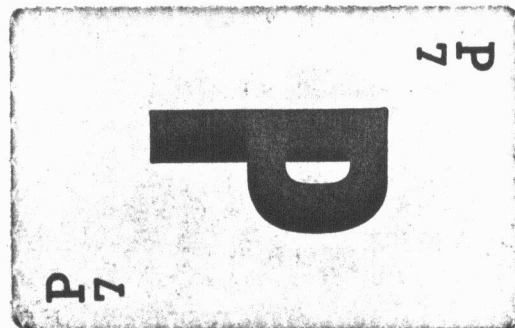
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FISH. Next player used the letters A and H to form the word **RASH**. Some one else now added E S T to Dear and made it **DEAREST**. Play continues in this way until some player has used all the cards in his hand. All the other players now total the value of their remaining cards as shown by the red numerals in the corners of each card and these totals are scored **AGAINST** them. A new hand is then dealt by the player at the left of the old dealer and the play continues as before until some player has a score of 100. The player with the **LOWEST** score wins the game.

PLURAL WORDS

Players are not allowed to make singular words plural by the addition of the letter S or E S **unless** by so doing they can start or terminate another word at right angles to the first word. See Fig. 2. **H A T S** It is also permitted to

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H
O
E
  
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Fig. 2.