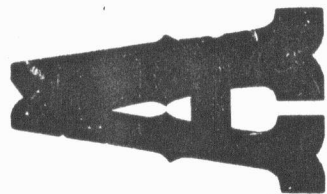
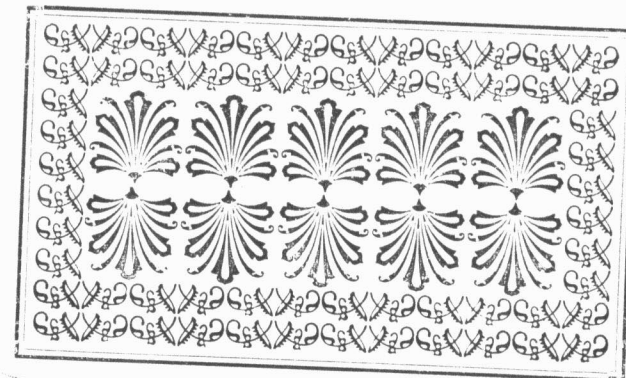


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Keep a dictionary handy—but use it only to settle disputed points. For large groups or long words use additional packs.

Variation No. 1—

This game will be found very helpful in teaching Geography, History, Hygiene, etc., if it is first agreed that only words pertaining to that subject may be spelled, i. e. announce and build cities, rivers, etc. Unless otherwise agreed do not use proper names or slang.

SNECK

Deal all cards. Players keep cards face down on the table. Play in turn from top of own pile, turning up one card at a time. Form words of agreed number of letters in middle of the table. First player seeing and calling word from cards turned up on table scores as above or by agreement the winner may be the holder of the most cards or the builder of the most words, when the cards of any one player are used up. The player first seeing and calling the word wins the cards making the word and they are played face downward under his pile, ready to be played over in turn.

Other games of the Fun Education Co.:

Funedco Whiz.

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FUNEDCO

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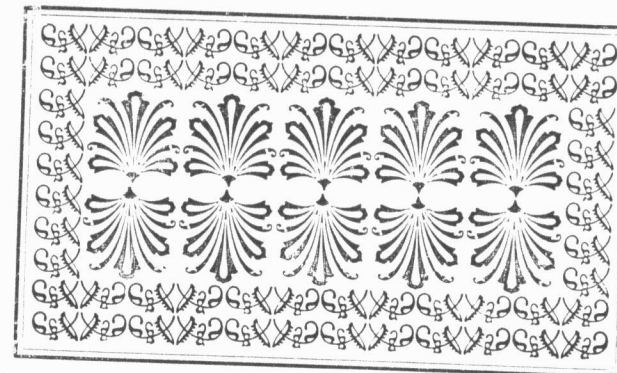
Designed to enlarge vocabularies, improve spelling and provide profitable entertainment.

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Pack—72. Cards.

Number of Players—Two to four, individually or partners per pack.

Dealing—Deal 6 cards to each player two at a time. The balance of the pack is placed face downward on the table.

Object of the Game—To form words and “declare” them, and to take in words on the table as tricks.

Scoring—As each word is completed on the table and taken as a trick the player completing the word scores. A player “declaring” a word also scores as follows: words of—

2 letters	5 points
3 letters	10 points
4 letters	50 points
5 letters	100 points
6 letters	200 points
7 letters	300 points
8 letters	400 points
9 letters	500 points
10 letters	1000 points

The Play—Dealer leads card and announces word to be built or spelled beginning with the letter he places on the table. Next player

must play next letter in word announced if possible. If not possible player may announce another word and start it. After each player has had a chance to play on a word as announced, the word may be changed, and a new word, using the letters already played, may be announced. If a number of words are being built, player may play on any word started. He cannot change any word or announce a new word unless it is impossible to build words as already announced. Every time a player plays a card he draws another from the pack. After the pack is exhausted play continues until all the cards in hands are played. When a player finishes a word on the table he scores and takes in the word as a trick.

To Declare a Word—After winning a trick if winner has sufficient cards in his hand to spell a word he may “declare” any one word which he holds. But he must do so before drawing his card from the pack, by laying cards composing the word in front of him face up on the table. He scores for the word immediately. Cards used to declare a word may afterwards be played from the table. No player can declare a word except immediately after taking a trick and before drawing next card. Only one word can be declared for each trick taken. Each player plays in turn, i. e. winner of trick does not lead next play.

Winner—First player who reaches two-thousand points.

Partners—Count scores together.