

Hassonfeld

ZIG ZAGGLE

For 2, 3 or 4 players

Game includes the followings:

- 120 LETTERS with point values, plus 12 Free Letters.
- 4 Letter Racks-one for each player, with extra top section to form words.
- ZIG ZAGGLE playing board.

OBJECT OF GAME

1. To secure high score by WORD FORMING.
2. To TOUCH TAKE OFF LINES and secure extra bonus.
3. To form words of one color on a like color RUNWAY to get Hi SCORE COLOR FLUSHES extra bonus. In playing the game try to utilize your biggest value letters so as not to have them in your possession at end of game. Letters left on racks are deducted from final score. Player with the highest score wins the game.

SPECIAL RULES

1 Permissible Words

All words 2 letters or more found in any STANDARD DICTIONARY except words requiring hyphens and apostrophes. Also excluded are proper nouns foreign words and abbreviations. "S" "ed" and "ing" then "singed" or "single" and "ha" to "has" etc.

2. Challenges

If a player doubts the word played by another player he may challenge the word.

3. If a player who played word if found to be wrong he loses his turn and player who challenged gets 20 points bonus. If player is right he gets 20 points bonus and challenger loses 20 points.

3. Free Letters

Before the game starts, each player receives 3 Free letters and any player may use a Free letter once only in any one word to represent any letter desired. If less than 4 are playing, lay the other Free Letters aside.

4. COLOR FLUSHES

You will not letters supplied are in 4 different colors this makes it possible to make "Color Flushes" and secure extra bonus. When words of one color tiles are played on a like color runway players receive an extra bonus.

Words may in color area but extending into shaded area with same color are permissible for Color Flush Words made with a "Free" letter do not get a Color Flush Bonus. For example: A player may form the word "Hand" on the Blue Runway using "Han" in blue letters and a "Free" letter for "D". This does not constitute a COLOR FLUSH.

BONUS AWARD FOR COLOR FLUSHES

2,3, 4 letter words	Double
5,6,7 letter words	Triple
f 8,9 letter words	Multiple by 5

For example, A player may succeed in placing a four letter word

For example, A player may succeed in placing a four letter word consisting of all blue letters on the Blue Runway or in Blue shaded area. The word may be "Same". Total Points value on letters would be 12 and since it is a COLOR FLUSH with 4 letters,, player doubles the value and scores 24 points.

#### 5. TAKE OFF LINE

Extra scores for players first touching TAKE OFF LINES. Words must end at take off line.

GREEN WEST RUNWAY TAKE OFF LINE..... .. .	20 points
BLUE EAST RUNWAY TAKE OFF LINE..... .. .	30 points
RED NORTH RUNWAY TAKE OFF LINE..... .. .	40 points
YELLOW SOUTH RUNWAY TAKE OFF LINE.. ... ..	50 points

#### 6. Changing Hands

A player may use his turn to replace any or all of his letters. Simply exchange the number of letters with a Similar number from the unused letters. Discarded letters are to be returned to the box face down. The player then waits his turn to play.

#### 7. Placing Words

All words must be formed reading from left to right or top to bottom. Words may go into other color Runways only if at least one letter is placed in either shaded or solid color Runway played at the time.

#### 8. Shaded Areas

Shaded areas are used to indicate play is permissible in 2 runways. For example area with Green and Red shading is used when playing either in Green (West Runway) or in Red (North Runway). Area with Red and Blue shading is used when playing either in Red (North Runway) or Blue (East Runway). Area with Blue and Yellow shading is used when playing either in Blue (East Runway) or Yellow (South Runway). Area with Yellow and Green shading is used when playing either in Green (West Runway) or Yellow (South Runway).

#### 9. TIME LIMIT

A time limit may be set for players to place words or lose their turn.

#### 10. Emergency Take Off

If in playing toward a particular Runway no additional word can be made by a player he passes his turn to the next player. If none of the players can add to the words, then play may be started in the next Runway area.

#### Playing the Game

Remove all Free letters from box and give 3 to each player. If less than four are playing, lay the others aside. Place all the other letters face down and shuffle thoroughly. Each player draws a hand of 9 letters and places them on his rack. Player holding a Z is started or closest letter to Z is formed a word to cross through center marked "Start 10" and starting player adds 10 points bonus to score. As letters are played, redraw to 12, replacing Free with regulars. Player to left crosses his word through the word just formed in the Green West Runway, and plays towards the West Runway.

Play is contained inside the Green West Runway square, also the Green shaded area as explained in Rule 8. First player to touch TAKE OFF LINE adds 20 to his score. Score should be added after each play or each round to know where each player stands.

Remember you score 3 ways:

1. Total of letters in your words.
2. TAKE OFF LINES
3. COLOR FLUSHES

Play then proceeds towards the East Runway inside the Blue squares and first player to touch East TAKE OFF LINE adds 30 to his score. As each TAKE OFF LINE is touched, play in that Runway is finished, except play in center section to direct word towards another Runway. Play is now directed toward the Red North Runway and first player to forma word touching Take Off Line adds, 40 to his score. After West, East and North Take Off Lines have been touched, play is directed towards the long Yellow Runway and first player to touch the Take Off Line, adds 50 to his score and the game is over. All players deduct from total score the value of letters in their hands. Player with the highest score is the winner.

HASSENFELD BROS., INCE PONTUCKETT R.I.

COPYRIGHTED 1954

*Handwritten note:*  
last word