

Ralph Mayhew's

Whirl-a-Word

Patent Applied for

A fascinating and educational game for old and young.

As many persons as desire may play.

The object is to whirl-a-word in the fewest number of throws.

Shake and throw the cubes and count top letters only.

The first player of each round may have five throws in which to try to make a word, picking up the cubes not wanted after each throw and shaking and throwing them again. The first player then passes the cup to the person at his left who proceeds to do likewise and the other players follow in turn, but no one may have any more throws than the first player of that round used to make a word.

The one making a word in the fewest number of throws has the lead for the next round and scores one point. In case of a tie, the one making the longest word first scores and has the lead.

A game may consist of as many rounds as the players may decide.

M may be read as M or

The cubes may be washed with soap and water when soiled.