

Example:—

You draw the letters B O and I. You cannot make a word, but you can play the B and O, announcing that you will try to build the word "boat". You retain the remaining card in your hand.

The second player now draws three cards, and proceeds same as first player. All other players do likewise in turn. When all have played, the first player draws two cards. If he can add one or both to his letters on the table towards making or completing the word he announced ("boat") he does so. If he cannot apply them to his own unfinished word, but can make any word of three letters or more by adding one or more of the cards in his hand to the letters of any other player that are on the table, he does so, and takes the word for his own. All other players proceed likewise in turn.

When all the cards have been drawn and played, the player having the most words wins the game.

The Keystones may be used in this game, if desired. Keep in mind: Each

player draws three cards on his first play, two cards in second and following turns. On his second play he must complete his announced word if possible. If not he may play to the cards of any other player.

If a player's first two letters placed when he announced the beginning of a word in his first play—are taken from him, he may make all further plays wherever he can build a word, without obligation to make the word he originally announced.

A player may apply one or more cards in his hand to one or more words already on the table—providing he makes new words—and takes those words for his own.

A player must not add S or ES to make the plural of a word already drawn. This does not make a "new" word.

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MILTON BRADLEY COMPANY  
Springfield, Mass.

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# LETTER-GRAMS

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## Crossword Card Game

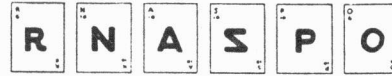
*The fascination of crossword puzzles combined with the Anagram method, making a game of absorbing interest and educational value.*

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der of the deck face up on the table as shown in diagram:



NOW make all the words you can with the six cards you dealt plus the top card of the deck. Discard each word as you make it. As each word is made, fill the spaces from which cards are taken with new cards from the deck so that you have again six cards plus the top card of the deck. When you can no longer make any words from the combination of letters on the exposed cards, the game is ended.

**TIPS:** As all words require vowels, conserve the vowels in the exposed line as much as possible; i. e., if you have two "E's", for instance, do not

make a word like "beet", but make "bet", and reserve your second E for another word.

You may make words of any length except one-letter words. The Keystone cards may be used or not, as you choose.

### *Game No. 3*

## **LETTERGRAM ANAGRAMS**

Shuffle the cards, and place them face down, loosely, spread out, on the table. First player draws three cards. If he can make a two-letter word or three-letter word, he lays the cards for that word, face up on the table. If he cannot make a word, but holds a consonant and a vowel, he may place these to start a word which he announces he intends to make.

### RULES OF PLAY

Cut for deal, letter A high, Z low. Highest cut is first dealer.

Two to seven may play. For two to four players, deal 10 cards to each; for five to seven players, deal 7 cards each; all cards are dealt one at a time. . . . Place the remainder of the deck face down on the table. Now remove top card and place it face up beside the deck.

### ACTION

The player at left of the dealer makes first play by placing any word of not more than four letters (no one-letter words allowed), which he can make from cards in his hand, on the table.

If a player cannot build a word of two, three or four letters, from cards in his hand, he discards any letter which he chooses from his hand and picks up either the exposed card or the face down card on top of the table deck. His discard is placed face up on the first exposed card or in place of it.

The second player takes any cards from his own hand and joins them in crossword fashion to any of the cards on the table.

Example:—

The first player placed: S P O T

The second player adds an I and T making a down word, thus:—

S P O T  
I  
P

The third player, in his turn, adds an O, R and T making:—

S P O T  
I  
P O R T

All letters must make complete words both ways, "across" and "down", as in crossword puzzles. There can be no incomplete words on the table. Therefore, in adding to the example shown, the next player cannot place an N C and E for instance under the O in "SPOT" to spell ONCE, as the N against the I nor the C against P in PORT does not make a word. He could, however, add the NCE down-

ward to the O in PORT as there are no letters as yet placed below that word to be affected by the added letters.

Example:—

S P O T  
I  
P O R T  
N  
C E

or he could build above and below the P in SPOT as there would be a space between his added word and the I and P in TIP.

Example:—

A  
S P O T  
E I  
S P O R T

A letter S or ES may be added to a word already on the board only if the added S makes a new word in the opposite direction from the word to which it is added.

Example:—

The word RAIN is already on the table. A player may add an S, making RAINS, because he also adds a U and N making SUN vertically:

**RAINS**  
**U**  
**N**

All words placed must be such as are in common use in the English language. Do not use proper nouns nor foreign words.

#### THE KEYSTONE CARDS

These two cards represent any letters which the player desires to play. For instance, if the letters M-A-N are on the table, he may play a Keystone as an E, making the word MANE, and announcing the letter his Keystone represents and the word he makes. The Keystone is left in that position and must always be considered an E when other letters are adjoining to it in making an additional word.

#### OBJECT OF THE GAME

is to be first to get rid of all your cards. The player who does this wins the hand or round. Other players add the numbers on the cards which they have remaining in their hands, and each is charged with the total of his own cards, as his score. When the score of any player reaches 100, the game is ended, and the player with the lowest score is the WINNER.

#### *Game No. 2*

### **SOLITAIRE LETTERGRAMS**

The object of this game is to get rid of all your cards, and so complete a solitaire.

**FIRST:** Shuffle the pack and deal yourself six cards. Place them in a row in front of you. Place the remain-