

ing to the word is played, the Leader says "Yes." Suppose the letters *S* and *A* to have been thus accepted as part of the Hidden Word, the player next in order will try to decide what the word may be. If he thinks it to be *SALE*, he will endeavor to play either *L* or *E*. The next player will use his judgment in the same manner, and so on, until the last letter needed to complete the word is played, when the Leader must say *COMPLETE*, and the last player has *one minute* to name the word. Should he name the wrong word, — for instance, calling it *same*, — it is then open to all the players, and the one first naming it correctly takes it.

Every *word* counts five points.

Each *letter* composing the word counts *one point* to the person playing it.

Ten points make the game. If desired, the game may be increased to *twenty points*; or, to make a *quick game*, let the person *taking the Word* be the winner.

No. 5. Variation of No. 1. Instead of drawing seven letters from the box, each player draws *but one* at a time. If the first letter drawn does not form a word, — like *O* or *I*, — it goes to form a *bank*, and is placed at the centre of the table. If the letter next drawn, either itself, or in connection with the one in the bank, will make a word, the player takes it, and keeps it in sight. Otherwise the letter must go to the *bank*. Players can use any letters in the bank, either to make words for themselves,

or to "catch" from other players, as described in No. 1 and No. 2. It renders the game more interesting to discard all words of less than three letters.

Let five Words (or for longer games seven or ten Words) make the game.

No. 6. The Logomachist. Draw *seven*, as in No. 1, and play seven into the bank, face up. Use *one letter* from your hand, and any number from the bank either to make a word for yourself, or to "catch" from some other player. (See rules for No. 1 and No. 2.) If you can do neither, you must play one letter into the bank. Only one word can be made at a time (at each round). When the letters in hand are all used, each player again draws *seven*; but none are dealt to the bank except at first. The player first securing and holding *seven* words is the winner.

THE GAME OF LETTERS IMPROVED FOR THE LOGOMACHIST, for playing all the popular "Word Games," (Logomachy, etc.) has more cards and of more convenient size (a very great improvement) than any similar set, and is pronounced "the best of all." Price, postpaid, 50 cents.

AGCA
ARCHIVES

Krim. Collection

Copyright by NOYES, SNOW & CO., 1876.

THE ORIGINAL GAME OF LETTERS.

THE GAME OF LETTERS was first invented and published in Salem, Mass., and the original copyright was purchased by us several years ago. From the very first it took rank as one of the very best, most entertaining and instructive of all household games, affording an almost infinite variety in its combinations, and inciting the liveliest interest among persons of all ages. Its undisputed popularity caused the appearance from time to time of numerous imitations or so-called "variations," all of which, it is safe to say, owe whatever interest they possess to the principles and suggestions adopted in the original preparation of the game. Thus, under the titles of "Alphabet Bewitched," "Word Making and Word Taking," "The Letter Box," and various other appellations, the game has been presented

to the public. The publishers have preferred to retain the original title,

GAME OF LETTERS,

Putting it up in the present enlarged and improved form, giving a sufficient number of alphabets (arranged according to the proportion of a printer's "case") to play

Every Letter Game Ever Invented.

Below are given the original rules, and also some of the modern variations.

DIRECTIONS.

No. 1. Word Catching. For two or more players. Each player selects seven letters from the box, being careful not to see what they are. Each person must then make as many words as possible with the letters thus drawn, and arrange them where they may be seen by all the players. The player having the longest word then continues the game by drawing *one* letter from the box, and if with this letter, and those remaining in his hand (or any of them), he can make a new word, he places it, face up, with his others. If, instead of making a new word, he can "catch" one from some other player, either by adding or prefixing one or more letters, which he holds, he should always do so. Thus, if a player holds

the letter *C*, and some other one has the word *Lip*, the former can "catch" it by making it *Clip*. Or if he should hold the letters *e* and *r*, and the word *Master* be upon the table, he could make it *Master*, and take it.

The next player, on the left, then draws one letter from the box, and so on, until the game is finished. When a player can neither make a new word nor "catch" one, he must announce that he is "blocked," and wait until the next round.

Only one point can be made at each turn.

The person first securing, and holding, *five* words, wins the game. (If desirable to make the game longer, the number to win may be increased to seven or ten.)

No. 2. Second Method. Same as above, except in Catching Words, liberty is given to change the arrangement of the letters whenever desired. Thus, supposing the word *Ear* to be upon the table, a person (in turn) holding the letter *D* could catch it by making it *Read*, etc.

No. 3. The Word Puzzle. This may be played by two or more persons. Each one taking part in it selects, in turn, the letters of any word which he has in mind, and gives them to the others to form the word. The words selected should always be such as are supposed to be familiar to the whole company.

Several words may sometimes be made with the same letters, viz., the words *items*, *times*, *smite*, *mite*, *e-mits*. In such a case it is required to find all the words which can be made with

the given letters. The person first making the word, or the largest number of words in a given time, is the winner.

No. 4. The Hidden Word: WHO FINDS IT? For any number of players,—the "more the merrier." Choose one to be Leader. Each player (except the Leader) will draw five letters from the box at random. The Leader must then think of some word, and state the number of letters it contains. This is the "Hidden Word." He then passes the box to the player on his left, who, having closed his eyes, draws one letter and places it, face up, upon the table. If it proves to be any one of those required to make the Hidden Word, the Leader says "Yes," and it is placed near the centre, in view of all the players. If it is *not* one of the letters composing the Hidden Word, the Leader says "No," and the player keeps it. The Leader passes the box to each player in turn, who must draw a letter in the same manner. *After the first round*, the players are at liberty to play either the single letter drawn from the box, or one of the five first drawn, and the person who plays the letter which completes the word, and states *what the word is*, holds it. In case the person playing the last letter fails to name the word correctly, then the one who first speaks it takes it.

For example: Suppose the Leader selects the word *Seam*. He announces that he has thought of a word of four letters. Play then begins as before described. Whenever any letter belong-