



## DIRECTIONS.

### FOR ANY NUMBER OF PLAYERS.

1. Any player may begin the game by drawing one letter from the box. If it forms a word by itself as A or I, he places it in front of himself facing the other players. If it does not form a word, he must put it face up in the centre of the table, where it may be used by any player.
2. Then each in turn draws a letter from the box and may make a word by combining that with any number of letters in the center of the table, or with any word already made. Taking a word already made is called "catching" it. If he cannot make a word he lays his letter in the center of the table. He may then make a word without using his letter, if he can.

*Really  
old box  
& litho*

# LETTERS AND ANAGRAMS

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3 *Exception.* It is not allowable to "catch a word" merely by adding an "s" to it; for instance, if a player has the word "bear," another cannot take it by making it "hears," but if he can use the "s" by changing the word, he may take it, as in this case, by making it "share". In the same way it is not allowable to add a "d" or "ed," but any one may add an "s" or "d" or "ed," to one of his own words, as he thus makes it more difficult for another to "catch it."

4. The player who first makes ten words *wins the game.*

## ANAGRAMS.

Each player selects the letters of any word which he has in mind, and gives them to the player on his left hand to form the word. The one first making his word, *wins.*