

## Various methods of play

As a *solitaire game*, SPILL and SPELL provides a constant challenge for the single player to see how high a score he can get in a single throw.

Another interesting way to play SPILL and SPELL is to have all the players take turns rearranging the letters of a single throw to see who can make the highest score.

As a game for children, SPILL and SPELL can be used to advantage in the classroom as well as in group or family play at home. It is a new aid in teaching reading, spelling and arithmetic as well as being entertaining. For younger children, the game may be simplified by seeing which child can come closest to using all the letters in the construction of simple words.

Players can also race against time for the highest score using a timer.

We will be glad to answer inquiries concerning these rules.

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## HOW TO PLAY

**SPILL and SPELL** is a word game for any number of players. To start the game, each player throws the same cube and the one having the letter nearest to A has the first play. He places the 15 cubes in the cup and "spills" them. The letter Q, without a U, allows another roll of all the cubes. If all letters rolled are consonants, the player may roll again.

He then makes words using the letters showing on the top surface of the cubes. As the score is determined by **SQUARING** the number of letters in each word, it is to his advantage to use as many letters as possible in each word, always bearing in mind that the longer the word, the higher the score. Thus, if he makes a seven letter word, his score for that word is 7 times 7 or

49, but if he can make a 10 letter word, his first word gives him a score of 10 times 10 or 100 (see example).

After making his first word, the player continues using the remaining letters in crossword puzzle fashion.

No proper nouns, foreign words or abbreviations are allowed.

If the player cannot use all of his letters, the number of cubes remaining are squared and deducted from the score: i.e., 1 cube left,  $1 \times 1 = 1$ , deduct 1 from the score; 2 cubes left,  $2 \times 2 = 4$ , deduct 4 from the score, etc.

The play continues clockwise and the game is won by the player having the highest score over 300 (or any other predetermined figure) when each has had an equal number of turns.

## EXAMPLES:

A crossword puzzle diagram showing the word "JEALOUS" in a horizontal row. Above the 'A' is a 'P', above the 'L' is an 'A', and above the 'O' is a 'C'. Below the 'J' is a 'B', below the 'A' is an 'X', and below the 'S' is a 'P'. Below the 'X' is a 'K'.

JEALOUS  $7 \times 7 = 49$   
BEAK  $4 \times 4 = 16$   
AX  $2 \times 2 = 4$   
AX  $2 \times 2 = 4$   
PAL  $3 \times 3 = 9$   
CUP  $3 \times 3 = 9$   
Total ..... 91

A crossword puzzle diagram showing the word "OCCUPATION" in a horizontal row. Above the 'P' is a 'G', above the 'A' is an 'L', and above the 'T' is a 'D'. Below the 'O' is an 'F', and below the 'I' is an 'M'.

$10 \times 10 = 100$   
 $4 \times 4 = 16$   
Total ..... 116  
2 cubes left  $2 \times 2 = 4$   
Total Score ..... 112