

For a Sentence suggestion take the word STAR, and by transposing the Letters we find the Words, RATS, TARS, TSAR and ARTS, and from these words we have for a Sentence —

The RATS were eating up the ARTS and a picture of a STAR belonging to the TSAR, who kills them all with the aid of his able-bodied TARS.

For a competitive game select a word of **Any Number** of **Letters** and the player who first succeeds in forming the **Greatest Number** of **WORDS** from it through transposing the letters **WINS**.

ACCA
ARCHIVES

Have YOU an ANAGRAM in YOUR name?

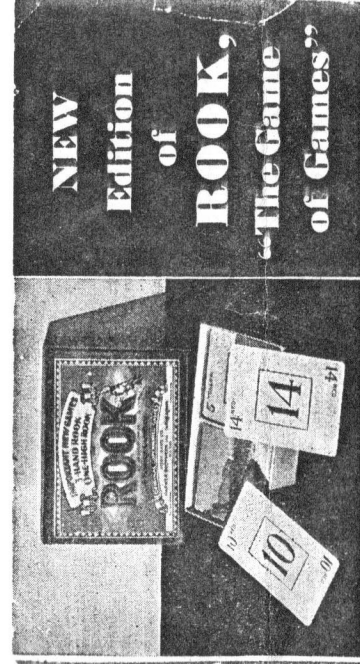
*And other Amusing and Novel
Suggestions to test your Wit,
Originality and Mental Alertness*

Copyright 1930 by

PARKER BROTHERS, Inc.
Salem, Mass., New York, London

An ANAGRAM is a **Word** or **Sentence** created by the simple transposition of **Letters** in the **Original Word** or **Sentence**, whereby **ALL** of the **LETTERS** must be used.

In **Anagram Making** the letters to be used are first selected, the **Word** or **Sentence** formed, and then so transposed first one way and then another until the **ANAGRAM** is **COMPLETE**.



NEW
Edition
of
ROOK,
"The Game
of Games"

ROOK

REG. U. S. PATENT-OFFICE

The Most Popular of All Games

New Editions of this great game. With Rules for the immensely popular new Partnership Rook, and also a new Three-hand Rook. Unequaled for the Home, and for Parties, large or small. New crisp beautifully made cards of the very highest quality.

Price, 75 cents at All Dealers

Other Famous PARKER GAMES- "SORRY," Admiral Byrd's "Little America," Walt Disney's "Big Bad Wolf," "Red Riding Hood," "Pied Piper of Hamelin," "Lullaby Land."

Sold All Over the World

For a competitive game players decide on — for example — a name, say GEORGE WASHINGTON, and the first player to complete a simple sentence WINS. (See Second Method.)

There are TWO Methods — FIRST, whereby the LETTERS of the Word or Sentence used are so broken up that their rearrangement shall be the SAME when spelled or read BACKWARD — for example — take the simple name HANNAH, now spell it backward, and you will find it is the same.

Then try a short sentence — for example — “Madam, I’m Adam” — now spell it Backward and you will find it is the same. Try another “Able was I ere I saw Elba,” or “Name no one man.”

The SECOND Method is the rearrangement of the LETTERS in Names and Sentences whereby through the use of ALL and the SAME Letters entirely NEW Sentences are made, although not of necessity to spell backward as in the First Method, and as an example —

Many well known Anagrams have been handed down from former days. Napoleon was probably subjected to more lampoons than any other man. On his return from Elba, the following Anagram was circulated — “NAPOLEON BONAPARTE — Bona rapta leno pone!” which means

(Rascal, yield up your stolen possessions) and another MARIE ANTOINETTE, and we find — “Tear it, men; I atone.”

Now try YOUR OWN NAME in the same manner and see if you can find an ANAGRAM in it.

Another Interesting Method

Take for example a word of FOUR or FIVE Letters and by the transposition of the Letters in this word see how many OTHER WORDS can be found, and then if it is desired to go further use these words to make up a Sentence or possibly a Rhyme — for example — a FOUR LETTER WORD can be transposed FOUR times to fill in the following rhyme:

A . . . old woman with . . . intent,
Put on her . . . and away she went—
Oh . . . she cried bring me I pray
Something to make me . . . this day.

Now first what did she put on; here SHOE? No, for these letters cannot be transposed Four Times to make Four OTHER Words.

Let’s try her VEIL and with the letters transposed we find the words LIVE, VILE, EVIL and LEVI, so—

The VILE old woman with EVIL intent,
Put on her VEIL and away she went—
Oh! LEVI she cried bring me I pray
Something to make me LIVE this day.

68	HOTEL	C
69	TEETH	R
70	TERSE	T
71	SERVE	A
72	TUNER	A
73	DANCE	S
74	IMAGE	R
75	LOVER	T
76	AGENT	L
77	CHEER	B
78	SHARE	C
79	CREAM	A
80	SKATE	B
81	ERECT	N
82	MESSY	T
83	ORDER	C
84	SCARE	U
85	PAPER	A
86	CHEST	N
87	CHART	S
88	BREAD	G
89	BREAK	R
90	BLARE	Y
91	GREAT	T
92	LEPER	A
93	TAPER	E
94	SPORE	E
95	GRASP	N
96	STRIP	E
97	SLATE	B
98	STERE	T
99	TRACE	E
100	TRADE	H

Key showing correct answers to list of words mailed on receipt of three cents in stamps for postage.

PARKER BROTHERS’ ANAGRAM-ANTICS

TRADE MARK

ANY NUMBER OF PERSONS MAY PLAY THIS
INTERESTING GAME

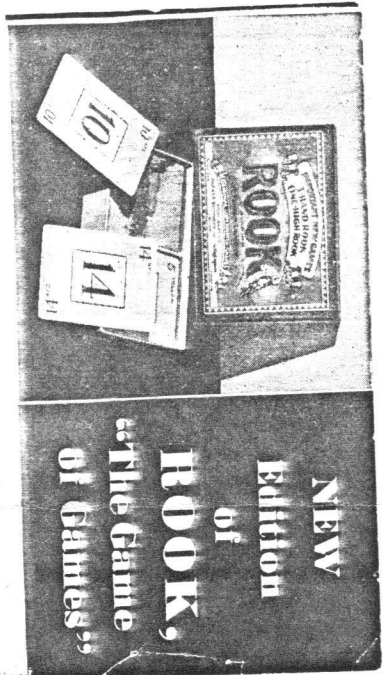
RULES FOR PLAYING ANAGRAM-ANTICS
For Any Number of Players

One of the players is selected as the “WORD MAKER” who, using the letters from the box, forms the word No. 1 (taken from the “List of Words”) on the table, with the added letter placed, say two inches away in a straight line so that all can see, for example MAKER—R, calling aloud the word and also the added letter. If preferred, any word may be taken at random from the list. All the players then examine this five letter word with the added letter, and endeavor from them to form a word of six letters, for example REMARK.

The first player succeeding in forming a six letter word says, “I’ve got it,” naming the word. If correct, he gets ONE point. The WORD MAKER then arranges the six letters to form the missing word following which the letters just used are then returned to the box.

The WORD MAKER then proceeds with word No. 2, or any word taken at random from the list. The players then examine these five letters and added letter and endeavor to make a word of six letters.

The player who makes the greatest number of points (correct six letter words) WINS THE GAME.



ROOK
REG. U. S. PATENT OFFICE

The Most Popular of All Games

New Editions of this great game. With Rules for the immensely popular new Partnership Rook, and also a new Three-hand Rook. Unequaled for the Home, and for Parties, large or small. New crisp beautifully made cards of the very highest quality.

Price, 75 cents at All Dealers

Other Famous PARKER GAMES-“SORRY,” Admiral Byrd’s “Little America,” Walt Disney’s “Big Bad Wolf,” “Red Riding Hood,” “Pied Piper of Hamelin,” “Lullaby Land.”
Sold All Over the World

LIST OF WORDS TO BE UNRAVELED

- | | | |
|----|-------|---|
| 1 | CREPT | A |
| 2 | TIRED | O |
| 3 | LAPID | L |
| 4 | EARTH | Y |
| 5 | DODGE | G |
| 6 | ANTIC | O |
| 7 | CIVET | A |
| 8 | DREAD | L |
| 9 | GROWN | I |
| 10 | GRUNT | S |
| 11 | REACH | G |
| 12 | TRACE | N |
| 13 | STILE | N |
| 14 | INSET | V |
| 15 | SCENT | I |
| 16 | THING | K |
| 17 | BLEAT | S |
| 18 | GREEN | Y |
| 19 | VALET | R |
| 20 | PLATE | S |
| 21 | PARSE | H |
| 22 | LARGE | E |
| 23 | GREET | R |
| 24 | DREAR | G |
| 25 | DRAMA | S |
| 26 | rites | F |
| 27 | CAUSE | L |
| 28 | TILED | F |
| 29 | SAVED | H |
| 30 | RINGS | I |
| 31 | HEART | E |
| 32 | SHADE | L |

- | | | |
|----|-------|---|
| 33 | STAND | R |
| 34 | HAVEN | S |
| 35 | SPOKE | R |
| 36 | ALDER | D |
| 37 | EARLY | Y |
| 38 | TREAT | I |
| 39 | EASEL | P |
| 40 | LARGE | S |
| 41 | DEALS | P |
| 42 | LEAPS | E |
| 43 | PEARS | C |
| 44 | TREES | D |
| 45 | TALES | S |
| 46 | MATES | S |
| 47 | RATES | T |
| 48 | BEAST | R |
| 49 | STEMS | Y |
| 50 | CRANE | N |
| 51 | BRINE | D |
| 52 | DRAIN | E |
| 53 | EARLS | P |
| 54 | SPOTS | U |
| 55 | FILET | R |
| 56 | THROB | E |
| 57 | FLOOD | E |
| 58 | TEACH | S |
| 59 | NATTY | R |
| 60 | NAVEL | I |
| 61 | STRUT | H |
| 62 | WORTH | N |
| 63 | ALTER | I |
| 64 | PETIT | O |
| 65 | WRATH | E |
| 66 | PLATE | L |
| 67 | PASSE | R |