

DROP OUT

Divide the letters among the players. Players may keep them face up in front of them. One player starts the game, by playing a letter in the center of the table.

He must have some word in mind to spell, but must not tell it. The player on his left adds another letter on that, which will, if certain other letters are added to it spell a word and a third person puts a letter on. They progress in this manner until a longer word cannot be spelt by the addition of another letter.

The player who cannot add to the length of the word drops out, and the rest of the players start again with another word. The play continues until one person is left playing. This player **WINS THE GAME.**

ANOTHER METHOD

The letters are turned, face up, in the center of the table. Each player selects letters of any word which he has in mind, it having been previously decided the number of letters to be used in the words, and gives them to the player on his left hand, to form a word, without informing him what it is. The first one making his word **WINS.**

RULES FOR PLAYING

Anagrams & Letters

ABCDEFGHIJKLMNOPQRSTUVWXYZ

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GAME OF LETTERS

ANY player may begin the game, by drawing one letter from the box. If it forms a word itself as A or I, he places it in front of him, facing the other players. If it does not form a word, he must put it, face up, in the center of the table, where it may be used by any player.

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." 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.

EXCEPTION—It is not allowable to "Catch" a word, merely by adding an S to it. For instance, if a player has a word "hear," 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 D or ED, but one may add an S or D or ED to one of his own words, as it thus makes it more difficult for another to catch it. The player who first makes ten words, **WINS THE GAME.**

LETTER DOMINOES

Place all the vowels face up on the table, and the rest of the letters face down.

Each player draws seven letters from the letters face down, and sets them on edge in front of him, with the letters facing him. If a player can spell a word with some of the letters in his hand, in connection with one or more of the vowels, he does so, and places the word in front of him, towards the middle of the table. Then the turn passes to the next player.

When a player cannot form a word with the letters in his hand, or his words already on the table, he must draw from the letters in the pool, which are kept face down, until he can spell a word. If a player chooses, he may add letters to his words to make them longer instead of making a new word.

When any player has used up his letters, the playing stops and *each player* receives *one point* for every letter in the words he has formed and the player who got rid of all his letters first receives one point for every letter in his opponent's hands. Begin over and continue in like manner until some player has obtained 500 points. **500 POINTS WINS THE GAME.**