

succeeds in buying one or two letters at a LOW PRICE he can, of course, pay a MUCH HIGHER PRICE FOR ANY LETTER THAT HE VERY PARTICULARLY NEEDS.

EXAMPLE. A, B, C, D are playing. The letter V is turned up, which can be used in such words as *vail, vale, love, etc.* A bids 25; B, 30; C, 37; D, 50; A, 55; B, 75; C **passes**; D bids 80; A **passes**; B **passes**. D, therefore, takes the card and pays 80 into the Bank (i. e., box) and the next letter is then turned up.

The purchaser always starts the bidding for the next letter.

Even if the player cannot use a letter he would, as a rule, **bid up to a certain limit** in order to "run up" the other players in their bidding.

A player may buy as many cards as he wishes so long as he is able to pay for them, **but he cannot bid more than he has**, and he cannot borrow from the others or from the box.

It will be seen in playing that good judgment and even strategy can be used, and sometimes it even pays to buy letters to keep your opponents from obtaining them. **If a player buys more than four letters** only four of those letters may be used in making a word.

The player who first succeeds in **making a word of four letters from cards purchased WINS THE GAME.**

N. B. Proper names, foreign words, or slang words, are not allowed.

The plural made by the letter S is allowed, and, therefore, S is a valuable letter to buy, and usually is bid up to a high price, as are also the prominent vowels and consonants.

FROM THREE TO SIX PERSONS CAN PLAY.

The Popular Game
Auction Anagrams

Trade-Mark

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Published by

PARKER BROTHERS

Salem, Mass., U. S. A.

Fiaticon Building, New York.

*Sole makers of Rook, Pit, Ping-Pong, Pillow-Dex, Pastime
Picture Puzzles, etc., etc.*

This is a game of sterling merit in which the features of an auction lend life and spirit to one of the finest principles in game playing ever invented.

RULES

Any number, from 3 to 6, can play.

The game consists of a pack of 56 cards, each bearing a LETTER and about 150 discs with which to purchase the letters.

The OBJECT of each player is to make a word of FOUR LETTERS from the cards which he buys at auction in competition with other players. *The first player completing a WORD of FOUR LETTERS WINS THE GAME.*

Each player takes FIVE round discs of each color except Gold, of which he takes four pieces. The value of the gold pieces is 50 each. The other pieces are marked with their value. So each player should have to start with 5 each of the yellow, red, white and blue and four gold pieces, counting a total of 405. (The balance of the money should be put back in the box).

The cards are thoroughly shuffled, turned face downward in a pack and placed in the centre of the table. The top card is then turned face up by the player who shuffles the pack.

The player the left of the "Shuffler" begins the game by making a bid for the card turned up by calling "I bid 25" (or 30, 40, or any amount he wishes. It is generally best to start the bidding at less than 50).

The next player at his left makes a higher bid if he desires.

The bidding continues around the table from right to left, each player speaking in turn. A PLAYER IS NOT OBLIGED TO BID, but if he does not care to bid higher upon any card he must say "PASS," but if he says PASS (thereby refusing to bid higher) he cannot change his mind and bid again for that particular card, (though if later another card bearing the same letter is turned up he may bid if he wishes).

The player bidding highest for the letter turned up, takes the card as soon as all other players have said "PASS" and pays the amount he bid for it into the box, (the "Shuffler" counting what is paid to verify the amount). The player having purchased a letter retains it, hoping that with others he may buy he may form a word of four letters. After buying a card a player should keep it face down in front of him so that the other players (as the game proceeds) may possibly forget what letter or letters he has purchased. This is quite important, as otherwise it would enable the players to successfully block his purchasing a letter which they know would make a word. The purchaser of a card may refresh his memory by looking at the cards at any time.

As soon as one letter is purchased, the "Shuffler" turns up the next one.

Should all players pass when a letter is turned up, that letter is taken from the top of the pack and placed at the bottom of the pack and the next card is turned up.

NOTE. Much good judgment can be used in bidding, as four letters are required to complete a word. As each player has but 405 to start with he cannot afford to pay on an average more than 100 for a letter, though if he