

## CAPTURING

Once a player has formed a name and placed it in front of him, it is subject to capture by other players.

**EXAMPLE:** If one player has formed the name ADEN and another player has the letters M, R and K, he can capture the other player's name and make DENMARK out of it. The point value of ADEN is deducted from the first player's score. The player making the capture receives a reward of 10 extra points in addition to the point value of the new name he has formed.

**OTHER EXAMPLES:** ATTU becomes TUAMOTU with the addition of M, O and U. OREL becomes FLOR-ENCE with the addition of F, N, C and E. There are endless possibilities for the capture of a player's names and the formation of new names with added letters.

## ADDITIONAL RULES

1. Only geographical NAMES may be formed. Geographical words, by themselves, such as lake, river, pole, equator, sea, etc., are not acceptable.
2. The NAME of a river, lake, ocean, island, etc., may be formed without adding the words "river", "lake", "ocean", "island". If such words are added, however, the name is entitled to DOUBLE SCORING, the same as any two-word name.
3. In the case of a place named St. so-and-so, such as St. Louis, St. Paul, etc., "St." may be abbreviated and SCORED DOUBLE as a two-word name.
4. It is permissible to use former geographical names which have become obsolete.

## ANOTHER VERSION OF GLOBE-GRAMS

In this version, all letters are placed face up in the center of the table. In spinning, the chance sections (TAKE, DISCARD and EX-CHANGE) are disregarded.

1. First player spins, selects the three letters he has spun, and places them to one side of the center pot, so they can be played on by all other players.
2. He tries to form a geographical name with all three letters or less.
3. If he cannot, play passes to the next player who spins for three additional letters and adds them to the three letters left there by the previous player. This player tries to form a name with all six letters or less.
4. If he is successful in doing so, he places the name in front of him and the scorekeeper gives him credit for the point value of the name.
5. Any letters left over after a name is formed stay in the pot to be added to the letters spun by the next player.
6. Play continues as each player adds to the name-forming pool, taking from it those names he is able to form.
7. Each time a player is successful in forming a name, he gets another turn.
8. First player to get FIVE NAMES is the winner of the round and receives 25 points.
9. Same scoring applies in this second version of GLOBE-GRAMS. Names with 7 letters or more and 2-word names receive DOUBLE SCORE. Game is 500 points.

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REPLUGLE GLOBES, INC. Chicago

Edited by  
Mercedes Guyette

Printed in U.S.A.

# INSTRUCTIONS for playing GLOBE-GRAMS

The new  
Geographical  
Name-Building Game

2, 3 OR 4 MAY PLAY. WHEN 4 PLAY,  
PLAYERS MAY FORM PARTNERS.

## EQUIPMENT

8-inch globe with pointer. Horizon ring of globe printed with letters of alphabet.

195 lettered squares; 15 blank squares which are considered WILD in the game.

## OBJECT

Players spin the globe; draw letters indicated by the pointer from the pot, and form geographical names.

Each letter is valued and players are given credit for the total point value of all names they form.

First player to form FIVE COMPLETE NAMES wins round. Partners must form TEN COMPLETE NAMES together, to win round. Winner of each round earns extra score.

GAME is 500 points. First player (or partners) to earn 500 points is the WINNER.

G  
L  
O  
B  
E  
-  
G  
R  
A  
M  
S



## SCORING

Black letters count as 1 point.

Red letters count as 2 points.

Blue letters count as 5 points.

Names containing 7 LETTERS OR MORE are scored DOUBLE their point value.

Names consisting of two words, like NEW YORK, NOVA SCOTIA, SAN JUAN, etc., are also scored DOUBLE.

A player who forms a geographical name by combining any of his letters with the THREE SPECIAL LETTERS turned up for general play by the scorekeeper (see further instructions) receives THREE TIMES THE POINT VALUE OF THAT NAME.

Winner of each round earns 25 extra points.

Each name CAPTURED (see further instructions) earns 10 extra points for the player making the capture.

Losers must deduct ONE POINT FOR EACH LETTER THEY HAVE LEFT OVER after each round, regardless of its point value.

## HOW TO PLAY

1. Appoint one player to be scorekeeper.
2. All letters are placed face up in the center of the table. Each player shuts his eyes, selects 9 letters and places them face up in front of him.

(The method of selecting your 9 starting letters is optional. You may prefer to first turn them all face down, select them, and then turn them face up. Or each player may spin the globe 3 times and select the letters indicated by the pointer.)

3. Scorekeeper, in addition to selecting his own letters, also selects an additional 3 letters, which he places face up, APART from the other letters in the center of the table.

4. Play starts to the left of scorekeeper and continues left around the table. First player spins and if the pointer stops at a combination of three letters, he picks these letters from the pot and adds them face up to the 9 he already has in front of him.
5. Player tries at this point to form a geographical name or names and is allowed a reasonable amount of time (no more than a minute) to think. He may pass immediately, however, if he does not feel he can form a name or prefers to wait until his next turn.
6. Player may use the globe to help him form names. The globe is a sort of GEOGRAPHICAL DICTIONARY, to which every player has free access during the game. The player who is having his turn, however, has PRIORITY in looking at the globe.
7. Players may form any name they see on the globe as well as GEOGRAPHICAL NAMES which may not appear on the globe because of limited space.
8. If player is successful in forming a geographical name, he counts its total value (see SCORING) and the scorekeeper scores him with this amount.
9. While one player is having his turn, other players may be working on their letters, trying to form names. They are not scored on any names they form, however, until their turn. They are permitted to look at the globe, if doing so does not interfere with the player who is having his turn.
10. Players should watch the THREE SPECIAL LETTERS turned up by the scorekeeper at the beginning of the game. If, at any time during the game, they can form a geographical name by adding some of their own letters to all three of the special letters, they will earn THREE TIMES THE POINT VALUE for that name. Player must wait for his turn to form such a name.

Once these three letters have been used to form a name, all letters in the name go back into the pot, and scorekeeper picks THREE MORE SPECIAL LETTERS. This name does not count as one of the five names player must form to win the round.

11. The player who is first to form FIVE COMPLETE NAMES wins the round and receives 25 extra points. Partners must form TEN COMPLETE NAMES to win a round.
12. Losers are penalized for all letters they have left over. One point is deducted from their score for each letter, regardless of its point value. Winner's left over letters are not deducted from his score.
13. After each round is completed, game starts all over again. Final winner is the player (or partners) who earns 500 points first.

## TAKE

If pointer stops on a TAKE section, player has his choice of any one or two letters (whichever number is indicated) from the pot.

## DISCARD

If pointer stops on a DISCARD section, player must put back in the pot face up, the number of letters specified. He may discard any letters he chooses, though they may not be taken from any of his completed geographical names.

## EXCHANGE

If pointer stops on an EXCHANGE section, ALL PLAYERS must pass to the player on their left, the number of letters specified. Each player may give away any letters he wishes at this time, though they may not be taken from any of his completed geographical names.

## "WILD" LETTERS

If the pot runs out of any letter, player may select a blank letter. Blank letters are WILD and can be used for any letter. Such blank letters have no point value. Only two wild letters may be used in any one name.

EXAMPLE: If player spins letters A, D and N, and there are no more D's in the pot, he may take a wild letter and use it to represent any letter he chooses.



**G  
L  
O  
B  
E  
G  
R  
A  
M  
S**

# *SPIN* the **GLOBE**



make  
geographical  
words and  
names

*use the globe for clues!*

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up-to-date 8" globe



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