

RULES FOR Crossword Letter Game

1. Choose the dealer by cutting cards. High deals. "A" is high, "Z" low.
2. If 6 or less are playing deal 6 cards to each player. If more than 6 are playing deal 5 cards to each player one at a time, and place the remainder of the pack in a pile face down at one side of the table. The top card is then removed and placed face up by the side of the face down pile.
3. The object of the game is to play out all cards in hand by forming words in a crossword layout, before your opponents can do so.
4. Play starts at left of dealer. First player lays down any word he can form from his hand. If he can not form any word he discards a card from his hand by laying it on the table. He then picks up a card either from the face down or face up pile, and then places his discard on face up pile. This completes his play until next turn. Not more than one word may be played at each turn. Player can not draw before discarding. Only complete words of from 2 to 4 letters may be laid down, but words of more than four letters may be formed by adding to letters already on the table, but not more than 4 letters may thus be added at one turn. Letters must be added so as to form words both ways, that is up and down and right and left as in a crossword puzzle. At least one blank space must be left at either end of each word. "S" or "es" can not be added to word on table to form its plural, but plurals may be formed by making a new word using some letter already on table, example:

B	O	Y	S
	H		
	U		
	T		

Word "SHUT" already on table; word "BOY" may be added to make plural "BOYS".

5. The next player to the left tries to complete a word by adding 1 to 4 letters to make another word. The first words laid down determine direction of reading, that is crossword lay out must read from left to right and from top to bottom, using one side of table as base.

6. Proper nouns or words of a foreign language can not be used. In case of dispute as to spelling of words, consult your dictionary as final authority. A player may be challenged at any time on spelling of a word. If the one challenged is incorrect 10 points are added to his score. Likewise if the challenger is incorrect 10 points are added to his score.

7. The player who gets rid of his cards first wins the hand. The other players get their score for the hand by adding together the numbers on cards left in their hand. Play for time available and add score for each player. The lowest score wins.

8. There is one Free Letter card in the pack that may be used for any letter for forming a word, but once used must continue to represent letter for which used during the hand. That is, a Free Letter Card, can not represent one letter in a word reading from left to right and another letter in a word reading from top to bottom, but must stand for same letter in each case.

9. A player is permitted to add letter to either end of both ends of a word on the table to form another word. Example: Word "Apt" is on table. Player may place "ch" before and "er" after to form word "chapter".

10. Remember the object is to get rid of your cards as quickly as possible. When any player has a total of 100 points the game ends and the player with the lowest score wins. For a quick game use a score of 50 instead of 100.

11. Crossword letter game is enjoying wide popularity. It will fascinate you and incidentally improve your spelling and vocabulary.

Russell Manufacturing Co.

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- Three games may be played with cards in this box:

No. 1—ANIMAL RUMMY

Shuffle and deal seven cards to each player and place the remainder of the pack in the center of the table face down, to draw from.

Dealer plays first by drawing one card from pack on table and then laying down in front of him, as many sets of three cards whose numbers are alike, such as 3 2's, 3 5's, etc., or any three cards whose numbers run consecutively, such as 3, 4, 5 or 7, 8, 9, etc., as he can. He then discards one card by playing it face up beside the draw pack. Players may now draw from the face up or face down pack. The player at the dealers left then plays in like manner.

The object is to play out all the cards in your hand as soon as possible. When a player has played out all his cards, the other players add up the total of numbers on cards remaining unplayed in their hands, and the score-keeper gives this total to each for his score for the hand.

Play in this manner for time available and the player having the lowest total score is the winner.

No. 2—WILD ANIMAL

Any number may play. First give to each player the name of some wild animal, then deal out all the cards as equally as possible among all the players.

Each player holds his cards face down over the edge of the table. Beginning at the dealers left each player in turn, turns up one card from the top of his pack and quickly places it on the table in front of him

so all players may see it at the same time. The next in turn plays in like manner and so on around the table. When two numbers turn up alike, each of the players with the two like numbers, tries to call out the animal name of the other. The player doing this first hands all of his cards, that have been played on the table, to the other.

The game continues in this manner until some player has no more cards, and he is declared the winner.

When everyone has caught his breath, deal again. If you can't catch your breath try our game of **WOW** until fully recovered.

No. 3—BULL-FROG

Any number may play. Deal out all the cards as equally as possible among the players.

Each player holds his cards face down over the edge of the table. Beginning at the dealers left each player in turn turns up a card from the top of his pack and places it face up in the center of the table.

When the "No. 1 Bear" card turns up, each player as soon as he sees it, throws his cards in the center of the table and calls out, "Bull-Frog". The last player getting his cards on the table and calling Bull-Frog, is declared the Bull-Frog, and is required to hop around the room and make a noise like a Bull-Frog. If any player throws away his cards before "No. 1 Bear" card turns up, he is the Bull-Frog.

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Rules for Playing AUTHORS

No. 51

This set of Authors comprises twelve books of four cards each.

1. Shuffle and deal the cards one at a time, giving all the players an equal number.

2. The person at the left of the dealer starts the game by asking any of the other players for any card he may need in making a book, whether he has a card of that book in his hand or not, and may continue to call as long as he is successful in getting the card called for.

3. When a player misses, the next one at his left takes his turn and may call for cards he needs until he misses, and so on.

4. When a player completes a book he lays it on the table and announces what book is completed.

5. The player making the most books in this way wins the game.

6. Small children may use the numbers to call by if they wish to.

The Game "Good Books" is also played with these cards as follows:

Rules for Playing GOOD BOOKS

Shuffle and deal all the cards. The player at the left of the dealer begins the game by asking his left hand neighbor, the author of any book named in this set of cards, or to name a book

written by any author named in this set of cards—such as, who wrote "Typhoon"—or name a book written by Booth Tarkington.

If the person asked answers correctly, he may ask any player for a card he may need to complete, or help complete a book. If successful the player from whom he has just received a card may ask the next in turn from the original player, the name of an author or a book. If the answer is correct the one answering may call for a card. If the answer is not correct the one making the mistake asks the next player to his left the name of an author or a book.

The play continues in this manner until the cards have all been made in books or for the time available. The player having the largest number of books is the winner.

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Rules for Playing SLAP JACK

No. 54

- Three games may be played with cards in this box:

No. 1 — SLAP JACK

Choose one of the party to deal. After shuffling the pack well, the dealer holds the cards face down and turns one card up at a time, placing it in the center of the table so all players have a chance to see it at the same time. There are eight picture cards, two of each of four different characters.

When "Willie Whistle" picture card turns up, the player who WHISTLES first takes all the cards that have been turned up. Likewise when the "Hi-Sing" picture card turns up the player who starts to SING first takes the cards, and with the "Gertie Giggle" card the one who GIGGLES first, and with the "Slap Jack" card the one who SLAPS his hand down on the Jack first takes the cards.

If a player Whistles, Sings, Giggles or Slaps the wrong card he must give back to the dealer all the cards he has.—The object of the game is to capture the whole pack and the player doing this first wins.

No. 2 — BID JACK

With four or less playing, deal 7 cards to each player and lay the remainder of pack to one side. The player to left of dealer starts by bidding 1, 2, 3, or as many tricks as he thinks he can take.

The dealer may play the hand at the highest bid named, or the player getting the bid leads. The highest number takes the trick. Each player must follow with the number led or a higher number, if he has

one. When more than one of a number is played, the first one played takes the trick.

If a player fails to make his bid, he goes in the hole that much. Each player scores the number of tricks he takes. The player getting a total score of 45 points first, wins. Game may be played partners with 4 playing, in which case the side getting a score of 75 first wins.

No. 3 — SKAT

Shuffle and deal 5 cards to each player and put the remainder of the pack in center of table to draw from. Dealer plays first by drawing one card from pack and then laying down any 3 cards he has whose numbers are alike, such as 3's, 2's, etc., or any three cards whose numbers run in succession, such as 2, 3, 4, or 4, 5, 6, etc. He then discards one card by playing it, face up, beside the draw pack. The player at the dealer's left then plays in like manner, etc. The object is to play out all your cards as soon as possible. When a player has played out all his cards, the other players add up the total numbers on cards remaining unplayed in their hands, and the score-keeper gives this total to each as his score for the hand.

Play in this manner for the time available and the player having the lowest total is the winner.

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