

ANAGRAMS,

—OR—

WORDS ALIVE.

With the Contents of this Box you can
play all other LETTER GAMES.

The game of Anagrams may be played by any number of persons; one being chosen as Director, and each acting as Director in turn.

Each player (including the Director) is provided with an equal number of Counters to be used as forfeits.

The Director empties the cards from the box upon a table; then selecting a word (being careful not to speak or spell it aloud), he takes from the cards the letters which compose the word, and depositing them in the box, he shakes it well and passes it to the player on his left, who takes out the letters and returns the box to the Director.

A different word is then selected in the same manner by the Director for the next player, and so on until every player is provided with a word.

Each player then tries within a specified time to find out the word which has been given him, and when found, announces the fact to the Director.

The forfeits may be adjudged either after each player has acted as Director, or after all have acted as Directors. The player having the greatest number being the winner.

RULES.

1. The time allowed for finding the words shall be 5, 10 or 15 minutes (as may be agreed upon), and be kept by the Director. When all the players have received a word, the Director shall note the exact time, and say "Ready!" At the expiration of the time agreed upon he shall call "Time!", and all who have made out their words between these two signals, shall receive a Counter from the Directors, but those who failed shall pay him a Counter.

2. If any player shall begin to study his word, or arrange his letters before the signal "Ready!" is spoken, he shall pay the Director a Counter.

3. Any player who shall assist another, or who shall receive assistance from any person, shall pay the Director a Counter for each offense.

4. If it is found that the Director has omitted a letter, or has given a superfluous letter, or has misspelled a word, then the Director shall pay a Counter for each mistake to the player holding such word, and who shall be released from his forfeit.

5. Any player who has failed to make out his word, may call upon the Director to name the word (at the same time handing him the letters), and if within one minute the word is not correctly named, the Director shall pay a Counter to such player. This, however, does not release the player.

6. The Director shall not make any written record of the words given out, but shall depend entirely upon his memory.

7. No compound words, and none but English words (or well-known proper names) shall be used in this game, unless by common consent.

8. Discussions in regard to orthography or pronunciation shall be decided by reference to a standard dictionary, or other good authority.