

TWO METHODS OF PLAYING  
The \* Game \* Verborum,  
OR WORD-BUILDING.

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FIRST METHOD.

There are fifty-four cards in the pack. The game may be played by any number, from two to five, or a larger number, by using two packs of cards. The dealer deals one card around until each person has five; then lays the pack on the table, face downwards. A 1 is the highest card, and Z the lowest card. A takes B, B takes C, C takes D, and so on through the alphabet. A 1 takes A 2, B 1 takes B 2, and so on. The person to the left of the dealer plays a card and the others follow, the one playing the highest card takes the trick. After each trick, each person, beginning with the last winner, draws a card from the pack. The last winner leads, and each continues to draw from the pack until all the cards are exhausted. Each person then takes his cards and endeavors to spell as many words from them as possible, laying the words face upwards on the table.

The game is 31. After all the words are made the counting begins. The one having the greatest number of cards counts 3, each vowel counts 1, each word of one syllable 1, and so on, adding one for each additional syllable. The person first reaching 31 wins the game.

SECOND METHOD.

Deal five cards around and lay five on the table, face upwards. The person on the left of the dealer then tries to spell a word, by taking *one only* from his hand, but as many from those on the table as are necessary to complete the word; he then spreads out the word on the table in front of him. If he can not spell a word, he discards one from his hand and places it with the others on the table. Continue to play around in this manner until the hands are exhausted, when the dealer gives each five cards more, and they continue to play as before. A person may spell a word by taking a word which has been made by another player and adding one card from his hand, and as many from the table as he desires. A person may *build* a word by paying one card from his hand and adding it to others on the table, and calling out the word he intends to complete when his turn again comes around; in the meantime any one else can take the word from him by completing it or converting it into another word. The person making the greatest number of words wins the game.

No word shall consist of less than three letters.

Each person must play a card in his turn, to be used in making a word, or lay it on the table.

In taking a word from another person it must be *modified*, simply adding the plural will not answer.

Proper names will not be allowed.

A word may be *built* from the letters lying on the table, or by using a word which has been made by another player; the person so building must have the cards to complete the word in his hand at the time of building.