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1930

RULES FOR PLAYING

The Game Of

ANAGRAMS

AND OTHER LETTER GAMES

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THE GAME OF ANAGRAMS OR SPELLING is an educational game as well as a great aid to the young folks in improving their spelling. It is extremely fascinating to adults and more so when played in conjunction with the young folks.

The game can be played by any number of persons, usually not less than two or more than six, although as a solitaire game it gives one many interesting hours alone. The game is played by the formation of words or sentences using the cardboard tablets, each one having a single letter printed on one side. Games are played according to rules and a prize or prizes may be distributed to the winner or winners.

RULES FOR THE GAME OF ANAGRAMS OR WORDS

Each player draws in turn one tablet and endeavors to combine these tablets into words on the table which are in front of each player. Formed words can be taken by one player from another as per rules. Words of less than three letters are not allowed in the game unless used in the game of sentences. Abbreviations and obsolete words are not allowed.

The first who succeeds in acquiring the given amount of words wins the game.

The tablets are placed on the table (to one side) with the letters turned down and are mixed up so that the letters cannot be seen until drawn. The game commences by each player drawing a letter. The player having the letter nearest the beginning of the alphabet begins the game by placing the letter drawn in the center of the table, face up; this begins a pool from which players can take letters to form words.

The first player, after placing his letter in the center of the table, immediately draws another letter from those that are turned down and places that letter before him.

The player to the left now follows by placing his first letter in the pool and drawing again from those turned down and places same before him.

The third player now takes his turn, and if his first letter will combine with the letters in the pool to form a word, he can take them, forming a word in front of him. He now draws a letter immediately after making his play and retains it until his next turn.

The players now follow in turn in the same manner as above, and if the letter to be played will unite with the letters of a word before another player to form a new word, such words can be taken and the new word formed on the table for himself. Words taken may be re-arranged in any manner to make new words together with the letter the player is holding. Letters in the pool may be used by any player in turn to combine with his own words or with the words of another player, or may unite two or more words of other players, or he may join one of his own words with one or more belonging to others, or he may combine two of his own words if he desires to protect his words from capture. It is good playing for a player to add to his own words. No word can be taken unless a letter is added even though the letters are re-arranged to form a new word. All the letters of words taken from another player must be used in a new combination; they cannot be separated to form two words. If a player cannot capture a word from another, he may change any of his own words by the addition of his letter in hand or any letters from the pool. No duplicate words are allowed in a player's own column. Words cannot be captured by changing from singular to plural, or from present to past tense, or by a change in the spelling when the meaning and pronunciation remain the same. However, a player may change one of his own in either way.

(OVER)

Any player may challenge another when it is noted that a word is mis-spelled or not formed according to the rules of the game, and if the word is found to be incorrect or a false play, the player must replace letters taken and forfeits his turn, holding the drawn letter until the next time around. Any player challenging a player, and if the word is found to be correct, the challenger forfeits his turn. A challenge can only be made after the next in turn has played and without reference to any dictionary. No play is allowed which is the result of assistance from another player or outsider, in which case the player forfeits his turn. Usually a dictionary is at hand only for the purpose of deciding a challenge. The following is usually some of the agreements made at the commencement of the game:

- (a) Limit of time to form words, in most cases one or two minutes.
- (b) The player who first holds ten words is the winner, or when four or more are playing, six words is the winner.

Games can be played in opposite pairs as partners and partners may make suggestions to each other. The game of Anagrams may be played by using geographical and historical names or names of authors and celebrated persons.

THE GAME OF SENTENCES

The game of Sentences is played under the same rules as the game of Anagrams, except it is building sentences with formed words. The first who succeeds in forming an intelligible sentence, of all the words in his hand, wins the game. The sentence must not have more or less than a given amount of words. Before beginning the game, it is agreed to the amount of words needed to form a sentence, usually six to ten words.

A player is allowed to draw two letters from the table at each time.

Words of one or more letters are allowed.

"A," "I," and "O" constitute words alone.

A word may be taken from another player if the letters are re-arranged to form a new word even without any addition, but cannot be recaptured by another player and re-arranged back to the previous word. Words may be duplicated in sentences. Historical and geographical names, as well as the possessive, plural, and past tense of words are allowed.

THE A. B. C. SPELLING PUZZLE GAME

This game can be played by any number of players. Each one mentally selects a word and then takes such letters needed that will spell the word selected. When all players have made their selection, the letters are mixed by him and passed on to the player at his left and then each one tries to ascertain the word intended. As soon as a player thinks he has solved the word, he announces it and, if the answer is correct, he retires from the game. The game goes on in this manner and the last one left loses the game. Before commencing this game it is usually agreed that no word exceed a certain number of letters. However, the greater the number of letters, the more difficult the game.

ILLUSTRATIONS

Of Plays for Various Forms of the Game of Anagrams

NEAR add V makes RAVEN	TRIES add W makes WRITES
BIRD add E makes BRIDE	TRIES add P makes PRIEST
DEAR add M makes DREAM	TRIES add F makes STRIFE
TRAIL add E makes RETAIL	TRIES add S makes RESIST
ROAD add E makes ADORE	TRIES add M makes MERITS
MYTH add R & H makes RHYTHM	TOWER rearranged makes WROTE
ACHES add O & C makes COACHES	MEAT rearranged makes TAME
SPIDER add A & A makes PARADISE	MEAT rearranged makes TEAM
DOOR add T & A & N makes TORNADO	GEAR rearranged makes RAGE
THE add A & F & R makes FATHER	SEATED rearranged makes TEASED
SENT add PRIDE makes PRESIDENT	
DEED add STAB makes BEDSTEAD	