

THE GAME OF WORDS

The New Crossword Cards

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I. CROSSWORD GAME

NUMBER OF PLAYERS

Two to seven may play with one pack — a greater number with two packs.

DEAL

Player cutting closest to letter "A" deals. When two to four play, ten cards are dealt to each. When five to seven play, deal seven cards to each. (Two decks may be combined, if more letters are desired.) Stack remaining cards in center of table, with top card of pile turned up beside it.

GAME

Object of game is to be first to play out, in turn, all of one's cards. Cards left in players' hands when one player is "out" are counted against them according to the value stated in the corner of each card, and low score wins.

PLAY

The player to the left of the dealer starts the play by laying down in the center of the table a word of from two to four letters. By mutual agreement, before starting, the limit of letters per word may be raised to any number. (All words used in all these games must appear in the main body of a dictionary, not as obsolete, archaic, foreign words, abbreviations, or proper nouns. The dictionary, however, should be referred to only when a word played has been challenged by another player.)

After the first word has been laid down, the next player to the left makes another word by joining his letters to those already on the table, in crossword style, without rearranging those previously played.

Only the first player may start a new word. All the following players must play onto the words already on the table.

The accompanying diagram should make clear the manner of play. The game which this diagram illustrates was begun with the word BEAM. The next player added A, R, and N to complete EARN. The third added OOR to make the word MOOR. Then O, T, and H were added to spell NORTH, and so on.

ADDING LETTERS AND FORMING PLURALS

A player is permitted to add letters to either end of a word to change it to another word. For example, BEAM in Diagram No. 1 was changed by adding ING. Again, if the word EAR appeared on the table, a player might add N to the beginning, making it NEAR, or to the end, spelling EARN. He could not simply add S to form a plural. Plurals may be used only when, by adding or using an S or ES, an entirely new word is formed. In Diagram No. 1, the word MOOR appears. A later player added S together with E, A, L, and formed the word SEAL. This is entirely correct, though to add only the S, without the EAL, would not have been.

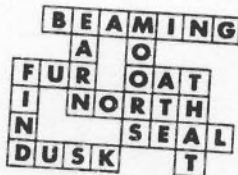


Diagram 1

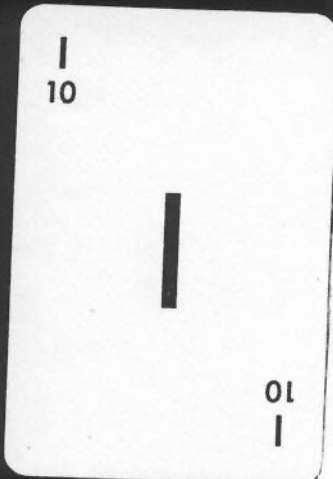
DISCARDING

If any player is unable to form a complete word from his cards, he must discard one of his cards on the face-up pile, and take in exchange either the card previously exposed or the top card of the blind pile. He must discard before taking a new card. A player who thus discards and draws must wait until his next regular turn to play on the crosswords. If the blind pile is used up during a hand, the cards on the discard pile may be shuffled and placed face down on the table as a new blind pile, with the top card turned up beside the pile as before.

SUB CARDS

There are two Sub Cards in the deck which may be used at any time in the game to represent any letter. Once played, it must be left in place just as if it were the letter it represents. If it has been laid down as the K in DUSK, it cannot later be used as a T in building a Crossword such as TAN. It is often wise to save these letters to clear out one's cards near the end of a hand.

CHALLENGES



If any player thinks that a word played is not within the rules or is misspelled, he may challenge it. If he is correct, the player of the word must pick up his cards and miss his turn. If challenger is wrong, 10 points are added to his score.

ENDING THE GAME

At the start of play a top score should be set — 50, for example. When one player reaches this score, the game is over, and the player with LOW score wins.

FREE-FOR-ALL

The Free-for-All is a variation in which plurals and proper nouns may be used.

2. WORD SOLITAIRE

THE OBJECT OF THE GAME

To win this game you must form words according to the following rules so that you use every card in the pack, except the two Sub Cards, which are not used.

THE GAME

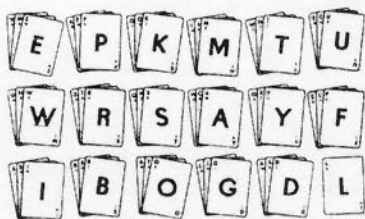


Diagram 2

Shuffle the pack and lay all the cards face up on the table in separate piles of three cards each as shown in the Diagram No. 2. Slip the top two cards of each pile aside slightly so that every card may be identified. There will be one extra card; place this face up on the table by itself.

Using only the top cards of any of the piles, form words of four or more letters. As soon as you have formed a word, gather up the cards used in it and place them in a discard pile. The cards below those removed are now ready for play.

If using one letter exposes another which might be used with the first in a word, both letters may be used. For example, if a Q and T are exposed, and below the Q are U and I, all three letters may be used with the T to spell QUIT.

Again, plurals, foreign words, etc., should not be used.

If, near the end of the game, only two or three cards are left, a two or three letter word may be used to win. However, if finally only one card is left, or a number of cards which do not form a word, you have lost the game.

3. LETTER PATIENCE

THE OBJECT OF THE GAME

To win the game you must form words according to the following rules so that you use every card in the pack.

THE PLAY

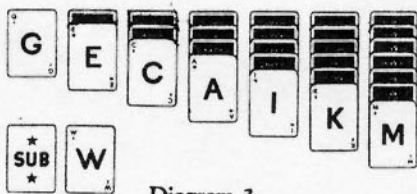


Diagram 3.

Shuffle the pack, keeping the two Sub Cards aside. Place 7 cards face down side by side. Cover the last six with another row, then the last five with still another row, and so on, until there are seven cards on the last pile. See Diagram No. 3. Now turn up the top card of each pile, and place the remainder of the pack face down in front of you.

From the seven up-turned cards try to make a word of four or more letters. In the accompanying example such words as GAME, CAKE, MIKE, MICA are available. Let us say that you choose to start with GAME. You will take up the G, A, M, E cards and place them in a discard pile. Next, turn up the top card on each of the piles from which you have removed a card. Use these new cards to make as many words of four or more letters as possible. When a pile is completely used up, any exposed vowel may be moved into the space.

When no more words can be played to the discard, turn up the top card of the pack before you. If you can now make a word, do so. Otherwise continue to turn up these cards one by one, placing the unused ones on a face up pile. From this last pile only the top card may be used in any one word. When a space is to be filled in, if no vowel is available, the top card from this face up pile may be used instead. Spaces must be filled in promptly, and vowels must be used if possible.

Each Sub Card may be used just once, to represent any letter. It is advisable to save them both until the end of the game to aid in cleaning up unused cards.

4. CROSSWORD SOLITAIRE A

THE OBJECT OF THE GAME

To win the game you must construct, according to the following rules, a Crossword using all the letters of the pack. In constructing the Crossword, all the ordinary rules of the first Crossword Game apply. (See Other Side.)

THE PLAY

Shuffle the pack, without the two Sub Cards. Then deal out six cards side by side and face up in front of you. Place the remaining pile face down with the top card turned up alongside.

From the six cards and the one beside the blind pile, form a word of two to four letters and place it in the center of the table. Should you be unable to form a word at this time or later, turn over cards from the blind pack one at a time until one permits you to form a word. When a card from the row of six is taken to form a word in the Crossword, it must be replaced from the top of the blind pack.

Continue the game until the whole blind pack has been gone through.

5. CROSSWORD SOLITAIRE B

THE OBJECT OF THE GAME

To win the game you must construct, according to the following rules, a Crossword using all the letters of the pack. In constructing the Crossword, all the ordinary rules of the first Crossword Game apply.

THE PLAY

Shuffle the pack, first removing the two Sub Cards. Then deal yourself a hand of twelve cards, placing the rest of the pack face down on the table before you. Begin your Crossword with a two, three, or four letter word, and proceed as usual, forming as many words as possible from the cards in your hand.

When you are unable to play any more from the cards in your hand, take the top card from the blind pack. Continue to take letters from this pack one at a time, placing unused ones on a discard pile from which only the top card may be used on any one play. Make additions to the Crossword whenever possible until the pack has been gone through once completely.

6. ANAGRAMS

PLAYERS

Anagrams may be played by two to six players, or as solitaire.

THE OBJECT OF THE GAME

The game is over when the pack is exhausted, and the winner is the person who has before him letter cards totaling the highest score.

PROCEDURE

The players cut the deck for first play. Whoever receives the letter closest to "A" places his card face up in the center of the table and draws the top card from the pack which has been placed face downward on the table.

The player to his left now places his letter face up in the center of the table and draws from the top of the pack. The next player to the left now tries to use his letter and the two on the table to form a word. If he can form a word (no words of less than three letters may be used) he places it face up on the table before him and draws another letter. If he cannot form a three letter word he adds his letter to those in the center of the table and draws another for his next turn.

The play continues to move to the left, with each player trying to form a word in one of the following ways:

1. By adding his letter to two or more of those in the center.
2. By adding to another player's word either his own letter or one or more from the center. He then takes this word for himself.

Each player, after forming his word or putting his letter in the center, at once draws another letter from the pile, holding it until his next turn.

If a player is unable to form a word using the letters in the center or to take a word from another player, he should try to add his letter to one of his own words, thus making the word harder for someone else to take.

Players may not take a word from an opponent simply by adding the letter S to make it plural, nor by adding D or ED to change a verb to another tense. However, a player may change his own word in either of the ways just mentioned.

When a player uses his letter to form or take a word, or when he places his letter in the center, that ends his turn. Therefore, words which may be formed or taken using only the letters from the center should be made first.

Players may not form or take a word which they already have before them, as no word may appear more than once in the group before any player.

Players are allowed one minute only each turn. A player who cannot form a word within that time must place his letter in the center.

A word may not be changed after the letters have been placed in order on the table and the player has removed his hand.

If a word is questioned, the dictionary may decide. Words listed as obsolete, foreign or technical terms, and abbreviations are not permissible.

Any player may challenge when he believes a word has been misspelled, or that it belongs to one of the forbidden groups. If the word challenged is not correct, the player who formed it must replace the letters and lose that turn. If the word challenged proves to be correct, the challenger loses his next turn.

The game is over when the entire pack has been gone through. The value of the cards before each player is then totaled, and the highest score wins.

7. THE O-U-T GAME

PLAYERS

The game may be played by from four to eight persons.

PROCEDURE

All the cards are dealt one by one to the players, who lay them face up on the table in front of them. The player chosen to start the game thinks of a word of not less than nine letters, the first letter of which he has among his cards. Without naming the word, he places this letter in the center of the table for the other players to see.

The player on his left thinks of a word beginning with this letter and having not less than nine letters. He must, if possible, find a word for which he has the second letter in his hand. If he says he cannot supply the next letter of any suitable word, he passes his turn. However, if another player at any time sees a possible play for someone who is passing a turn, he may point it out, and if it is correct the player must add this letter to those in the center. The person who pointed out the play then receives an E for Excellence, on the score sheet.

Play continues in this way, each player adding in turn, when possible, a correct letter to a suitable word of nine or more letters, or passing his turn.

Finally someone will have to play a letter which completes the word. This player is given an O on the score sheet. The second time this same player completes a word, he receives a U, the third time a T. Then he is out of the game. However, an E on the player's score may be canceled against one of these penalty letters at any time. Thus if a player has an O and U against him, and then receives an E for successfully challenging another player, his U is canceled. Or if a player has an E to his credit and then receives an O, the two cancel each other.

Any player may ask the preceding player to name the word the preceding player had in mind. If the preceding player is able to supply a word which is allowed by the rules, the player who asked receives a penalty letter. If the preceding player is unable to supply a satisfactory word, he himself receives a penalty letter.

The player to the left of the player who started the previous word selects the first letter of the next word, and the game continues as above until all the players but one have been forced out of the game. The last player wins the game.

8. GUESS-O-GRAM

PLAYERS

Any number of persons may play this game. One of the players is chosen to act as Thinker and score-keeper. He decides on the first word to be used, a word of not less than nine letters.

He chooses the letters needed for his word and arranges them in order on the table, face down and credits himself with two points for each letter.

The player on the Thinker's left has first guess, and he guesses one letter of the alphabet. If it is one of the letters of the word, the Thinker turns that card face up. The player making the correct guess is then entitled to another try, until he guesses a letter which is not found in the word. He gets two points for each letter he correctly guesses. The turn then passes to the player on his left.

Play continues in this way, additional letters being turned up as they are guessed. After several letters have been guessed, it may be easy to guess the entire word. A player may then have his choice of guessing the entire word or just one letter. In either event, if he does not guess correctly, play passes to the left.

The first person who guesses, in his turn, the entire word or the final letter becomes the Thinker for the next word and receives two points for each letter that he guessed in completing the word.

The new Thinker sets up his letters and the game continues.

At the end of the game (which may be determined by setting a time limit or by agreement on a certain number of words) the person having the highest number of points wins. Words not usable in other games are not usable in this game.

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