

RULES FOR

CROSSWORD ANAGRAMS

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(LEXICON BLOCKS)

By the Publishers of the Card Craze "Crossword Lexicon"

PARKER BROTHERS, Inc.

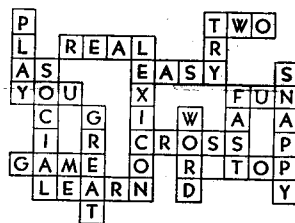
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The quantity of each letter in this game is arranged so that there are many of the commonly used letters and few of those less frequently used.



THE OBJECT OF THE GAME

Each player, by playing blocks to the Crossword layout in the center of the table, tries to play all his blocks before any other player succeeds in doing so. Blocks left in players' possession at the end of play in each deal are counted against them and the low score **WINS** the game.

PREPARATION

Place all blocks **letter side down** in the center of the table. Mix them well so none will know the location of any letters. If four or less are playing let each player select 10 blocks (see Note) and place them on his rack so they will be visible to him but not to any opponent. The remainder of the blocks are pushed to one side face down with the exception of **one block**, selected at random which is **turned letter side up**.

NOTE:—If five play draw 9 blocks; if six, 8 blocks; if 7, 7 blocks. With eight players it is best to play two separate games with four at each table.

THE PLAY

The player at the left of the dealer starts by placing any word (formed by the blocks) of not less than two or more than four letters in the center of the table, naming the word as he plays it. After the first player, all following must play to the word, or words, already formed on the table.

If the first player (or any subsequent player) cannot form a complete word (no incomplete word may be left on the table) he must Discard one block from his rack and take in exchange either the Exposed block (the one turned letter side up at the beginning of the game) or must select at random one of the blocks which are turned face down. The Discarded block is placed face up on top of, or in the place of, the Exposed block and thus itself becomes the Exposed block. Note: Before taking a turned down block the player must always first Discard. He must not draw from the turned down blocks and Discard after seeing what he has drawn. As blocks are discarded they should be placed on top of the faced up block so that a pile may gradually be formed and only the last discarded letter block is available.

Any player discarding and drawing as above must count this play as his turn and must wait for his next turn before adding to the crossword. Trading of blocks between players is not permissible. After the first word has been exposed on the table, the next player to the left tries to complete another word by joining on to the exposed word from one to four letters to make one more word, calling it by name as it is played. (See diagram No. 1.)

In the game illustrated by the diagram the first player exposed the word "GAME." The second player added the letters "S", "L", and "T" to make "SALT." The third player added the "VEN" to spell "EVEN" and the fourth player placed the letter "O" between the "T" and "E" to spell "TOE".

ONLY ONE of the above plays could be made by a player on one turn.

Note carefully—All words must read from top to bottom and from left to right as in a regular crossword puzzle. The letters may be added above or below or to either or both sides in the usual way that a Crossword is made, but additions can be made only in one place and in one way at each turn, i.e., up and down or across.

TWO-WAY WORDS

If letters are placed in rows up and down and across, they must make words both ways, as shown by Diagram No. 1. Example:—After the fourth player had played as described above, the fifth player found he could place an "O" to make the word "LOVE" across and the word "MOO" down. He could not have placed the letter "T" to make "LIVE" as "MIO" reading down would not be an English word.

SINGULAR AND PLURAL

No player may make plural words by using an "S" or "ES", unless, in adding the "S" or "ES" the plural forms a new word at a corner or a joint, as per the following examples—Diagram No. 2.

It is permissible to use the third person singular of verbs which in many cases are like plural nouns as, for example, "smile, smiles."

PROPER NOUNS

It is not permissible to use proper nouns or words of a foreign language. In case of disputes the dictionary you agree to use should be final.

INCREASING WORDS

A player is permitted to add letters at either end of a word already formed to change it to another word. For example near the center of Diagram No. 1 is the word "TART". If the original player had exposed the word "TAR" a following player could have added the last "T" to make "TART". Again if the word first exposed had been "ART" a following player could have placed the "T" above it to make "TART" in the same way.

THE MASTER BLOCKS

There are two Master Blocks that represent any letter and which may be played for any letter at any time in the game. When once placed on the table during a hand a Master Block must be left like any other block to represent the letter for which it has been played. (Example: If it has been played to represent "E" in a horizontal word "Men" it cannot be used as an "A" in a vertical word such as "Hat". The Master Blocks are especially useful to help play the final blocks to win a hand and it is often good judgment to save them for this purpose.

THE OBJECT OF THE GAME

Remember the object of the game is to get rid of your blocks as quickly as possible. The first player to do this wins the hand and no count is scored against him. The players who are left with blocks in their possession obtain their scores, not by the number of blocks they hold, but by adding the figures shown on the corners of each of these blocks. This total, and following totals are placed against their names by the scorekeeper. As soon as any one player has a total score of 100 against his name, the game ends and the player with the lowest score at that time is the Winner.

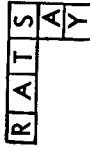
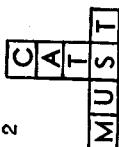


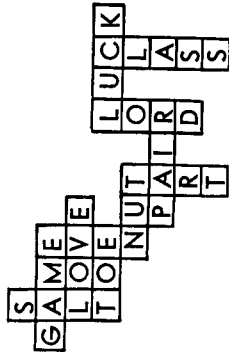
DIAGRAM NO. 2



Word SAY already on table and word RAT added.

Word MUST already on table and word CAT added.

DIAGRAM NO. 1



CHALLENGES

A word can be challenged by any player who thinks it is not in the dictionary or is misspelled. If the challenger proves to be wrong, **ten points** are **added** to the challenger's score; but if the challenger is right, **ten points** are **deducted** from his score and the player who placed the challenged word on the table takes up his blocks and **loses that turn**.

THE BLOCKS

If during the play of the game all the blocks are used from the turned down group and no blocks remain which may be drawn, except from the discard, the Discard Pile should be broken down, turned face down on the table and mixed up as at the start of the game. One block should then be turned face up to start a new Discard Pile. The game should then continue in the regular way.

QUICK GAME

For a **Quick Game** it is suggested that players set a score of **50**, for any one player, to end the game—the player having the lowest score at this time being the **Winner**.

OPTION IN PLAY

The rule limiting the play to 4 letters at any one time may by agreement, before starting a game, be disregarded and the play of any number of letters completing a word permitted.

WIDE OPEN GAME

Should players so desire a Wide Open Game may be played. The rules are as above excepting that Plurals and Proper names may be used, and words of any number of letters.

REMEMBER

The Player with the Lowest Score is the Winner in all the above games.

This game is supplied with four racks. Additional racks may be secured from your DEALER or postpaid from Parker Brothers for 50c a set of four racks.

Inquiries or comments will gladly be answered, if a stamp is enclosed, by Parker Brothers, Inc., Salem, Mass.

PARKER BROTHERS, Inc., Salem Mass., New York, Chicago

Sole Makers of MONOPOLY—CAMELOT—PING-PONG—MAKE-A-MILLION—LEXICON,
PEGITY—VAN LOON'S GAME—ROOK—PIT—POLLYANNA, etc.

Rules for Playing **CROSSWORD LOTTO**

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NEW YORK • CHICAGO • LONDON
MADE IN U.S.A.

For 2 to 12 Players

Brief Idea of the Game

The idea of the game is to score points by forming five letter words on special Crossword Lotto cards.

Rules

EQUIPMENT:

Consists of a LETTER-BOX containing small *LETTER-CARDS* printed with a different letter on each side, and 12 large Crossword Lotto cards with spaces on which to place the letter-cards. In each of the 5 rows across the large cards are permanently printed letters.

PREPARATION:

Remove the cover of the box, take out the cards and place the container holding the Letter-Box within reach of all the players. Shuffle the Crossword-Lotto cards and distribute them one to each player. Note that each card is printed so that 5 five-letter words can be formed across the cards or up and down using one of the letters printed on the cards. These printed letters are not to be covered over by other letters but must be part of the word to be formed.

TO PLAY:

Each player places his Crossword Lotto card, **FACE UP**, in front of him.

Choose one player to begin the game. He **MUST** close his eyes, reach into the Letter-Box and pick out a letter card. After examining both sides of it, he must call aloud the letters on both sides of the card he has drawn. He must then choose one letter and place it on his Crossword Card. The letter chosen may be placed on any vacant square but should form part of a word which, when completed, will also contain the printed letter in that row of squares.

DISCARDING:

When a player does not choose to use either letter drawn he must place the letter card aside in a common discard pile, and his turn ends.

The player next to the left now takes his turn and he may do one of two things.

ONE — He may pick up any letter from the discard pile that he can use to form a word, or

TWO — He may ignore the discard pile and draw a letter-card from the Letter-Box choosing one of the letters and placing it on his card, if he can use it, or adding it to the discard pile, if he cannot. This completes his turn.

SCORING:

The scoring is as follows:

The player first filling his card, thereby stopping the play, scores 100 points.

The winner and all other players score 50 points for each complete and correct word on a card when the game ends.

Any player who, besides forming words **ACROSS** the card, can also point out **ADDITIONAL** 5-letter words up and down or diagonally, will score 50 points more for each word identified.

Letter cards should be put back into the Letter-Box and well mixed after each game. New Crossword Cards should also be drawn.

Some people prefer the popular scoring feature whereby the winner is determined by the player who first scores 1000 points.

OTHER FAMOUS PARKER GAMES

Camelot, Rook, Monopoly, Sorry, Pegity, Pit, Children's Hour, Uncle Remus, Let's Furnish a House, Peek-A-Boo, Tattler Quiz, A Visit to Mother Goose, Etc.