

# DIRECTIONS FOR PLAYING LOGOMACHY

The cards bear letters of the alphabet, there being several of each letter except J, K, V, X and Q, Z. Of these there is but one each, and they are prizes or double prizes.

Any number can play. If there are four, they may play partners. Each player takes his turn as dealer. The dealer shuffles the cards and deals one at a time till each player has four. Then he puts four on the table, face up. These are called the pool.

THE OBJECT is to capture as many cards as possible by taking tricks. Tricks are taken by spelling words with ONE card from the hand in combination with any number from the pool. For example: If the letters A and N are in the pool, and you hold M in your hand, you play down M, proclaim that you spell the word MAN, and take in the three cards. The one letter in your hand may belong in any part of the word.

If you cannot take a trick when it is your turn, you must play one card to the pool. No one plays twice in succession.

Any one taking all the cards from the pool makes a sweep. The next player must play one card to the pool.

When the hands are all played, the dealer gives four more to each player, but none to the pool. This is repeated until the pack is exhausted. Any odd cards left at the last are put into the pool. Cards left in the pool after all the hands have been played go to the player who captured the last trick.

BUILDING AND EXTENDING WORDS.—If you hold two or more cards which in combination with one or more in the pool will spell a word, you may begin to build the word by putting one of the letters from

your hand with the letter or letters in the pool, and proclaiming the word you intend to build. For example: If A is in the pool and you hold M and N, you may play the M, say, and putting it with the A, announce that you intend to build the word MAN. When next it is your turn you play the last letter and take the trick, unless some other player also has the needed letter and takes the trick by playing before you. But none of the letters you have set apart may be used to spell a different word that does not include all the letters of the word begun. Another player may, however, *extend* the word begun. Referring to the previous example, the M and A being on the table, and another player holding an N and also a Y, he may play the N and announce that he extends the word to MANY, and if not forestalled by some other player, capture the trick next turn by playing the Y.

Spelling a word wrongly forfeits the trick and all the cards used must stay in the pool. No more than a minute is allowed to each player for deliberation before playing. Proper names, abbreviations, and slang words are prohibited. You may not either build or extend a word unless you hold *all* the needed letters.

When all the cards have been played, they are gathered and shuffled and dealt again by the player on the left of the previous dealer.

SCORING.—Each time after all the cards have been played, each player or side counts the cards captured, and the one having the most scores three points. For each double prize captured, two points are scored; for each prize, one point; for each sweep, one point. The player or side first scoring twenty-one points wins the game.

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