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PREMIUM GAME.

EXPLANATIONS AND RULES FOR PLAYING THE NEW, INSTRUCTIVE
AND AMUSING GAME OF

LOGOMACHY,

— OR —

WAR OF WORDS,

*This Game received the Highest Premium (SILVER MEDAL), awarded by
the Cincinnati Industrial Exposition, 1874, for the*

BEST NEW PARLOR GAME.



This game consists of a package of 72 neatly illustrated Cards, each representing a letter of the alphabet, all of which are duplicated one or more times, except the following: J, K, V, X, and Q, Z, which are designated prizes and double prizes.

Any number may play at this game, and where four play, it is advisable to play partners and assist one another in play.

Each person must take their turn as dealer, Mix or Shuffle the Cards thoroughly, and deal one at a time until each player has four Cards, and then put four on the table, face upwards, which is called the pool.

The player sitting next on the left of the dealer plays first, and so on in rotation.

The object of the game is to capture as many Cards as possible, by taking Tricks or Words, and especially the Prize Cards. A trick is taken by spelling a word as follows: By using ONE Card from the hand in combination with any number from the pool, you can spell a word, you capture all the Cards used in spelling the word, including the one played from the hand, and this

M.C.L.

is called a trick. For Example: If the letters A and N are in the pool, and you hold M in your hand, you play down that letter and proclaim the word you spell and take in the three Cards used in spelling. If you can not spell a word, you must play one Card into the pool and let the next player try.

Any one taking a trick must spell the word aloud, so all can hear it. Only one Card can be used from the hand in each play, but as many as possible from the pool. No one can play twice in succession.

Any one taking all the Cards in the pool in one trick makes a sweep, and the next player must play one Card to the pool.

When the hands are all played, the dealer gives four more to each, omitting any to the pool. Repeat in this way until the pack is exhausted, and if any odd Cards are left at the last, put them into the pool.

If any Cards are left in the pool at the last, after all the Cards have been played, they belong to the player who captured the last trick.

Spelling a word wrong forfeits the play, and the same Card used from the hand must be played to the pool. The time allowed each player for study is limited to one minute, and if they can not take a trick they must play one Card to the pool.

Proper Names, Abbreviations and Slang Words are prohibited.

It is immaterial whether you play the first, last, or one of the middle letters of a word, *if they are the letters required to complete it.*

SCORE.

The game is won by the player, or side, first scoring twenty-one points.

The one capturing the greatest number of Cards scores three points.

The one capturing one or both of the Double Prizes scores two points for each. The one capturing any of the Prizes scores one point for each. Any one making one or more Sweeps scores one point for each sweep made.

RULES FOR BUILDING AND EXTENDING WORDS.

If you hold two or more Cards in the hand that you wish to use in spelling a word, you may build for it as follows: providing always that there is at least one letter of the word in the pool to build on; for example, take the word Man, if you hold two of the letters—say M and N in your hand and the A is in the pool, you play one Card, say the M, and putting it and the A together, proclaim the word you are building, and when next it is your turn to play, if it has not been taken, or extended, you play the last letter—the N—and com-

plete the word and take the trick. But if any other player has the duplicate letter necessary to complete the word, they may play it and take the trick. But no person can take any of the letters used in building for a word to use in any other word. A trick can not be taken until the word is completed.

A word being builded by one player may be extended by another, as follows: In the above example, after having played the **M** and **A** and it requiring the **N** to complete the word, if another player holds the duplicate **N**, also say the letter **Y**, he may play the **N** and proclaim that he extends the word to **MANY**, and when next his turn may play the **Y** and capture the trick. If any other player holds a duplicate **Y** they may play it and capture the trick.

You may not either build for a word or extend it unless you hold all the letters required to complete the word, and the person playing the last letter required to spell any word may take the trick. A word being builded can only be extended by adding to the original word, viz.: Man can not be changed to Mad or any word that would alter the arrangement of the letters as used in the word being builded, but may be extended to a different word, such as Many, Mantle, Manner, etc.

VARIATION.

The following variation in the rules of building and extending words is suggested as an improvement, viz.: Allowing the privilege of *changing* or *extending* a word being builded to *any* other word; also, of using any letters from the pool in doing so, requiring only that any one so doing must use one or more Cards from their hand and *all* the Cards already used in the building word.

REMARKS.

After becoming familiar with the mode of playing this game, it will be found to add very much to the interest by making a slight change, as follows: Deal five or six cards to each, and the same number to the pool, and exclude words of less than four or five letters.

It will also be better, where six or more play, to use two games consolidated.

McLOUGHLIN BROS., NEW YORK.

☞ Copies sent by mail to any address on receipt of retail price. ☞

BY THE AUTHOR OF LOGOMACHY.

THE NEW AND AMUSING PARLOR GAME OF

WHAT O'CLOCK,

— OR, —

OLD FATHER TIME.

This novel and original game is composed of 48 neatly printed cards, representing every hour and half hour in the day and night; an illustrated dial on each card showing the time. A number of the cards also have comic illustrations, characteristic of the time represented, which are the winning and losing cards in the play. The mode of play is such as to make it an **exceedingly interesting and amusing game**, for young and old, with room for careful thought and study in playing, at the same time being quickly and easily comprehended, thus making it one of the **most desirable and attractive** of Games for the family circle. It is printed in two colors, on fine enameled cards, and with full instructions, put up in a neat paper box. Price, 50 cents per copy. Copies sent by mail to any address on receipt of the retail price.

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