

self. Example: If he added RY to the word DO he would score only for the letters RY and not for the letters DO.

At all times during the game (until the draw pile is exhausted) a player must maintain ten letter blocks on his rack on each turn. After he has placed letters to form a word on the board, he replaces the blocks he used bringing his total back to ten letters. When all letters have been used from the reserve, players then try to get rid of the letters remaining in their letter racks. The first player to do this receives 50 points plus 5 points each for all other letter blocks held by his opponents. If it happens no one player is able to get rid of all his letters, then

5 points for each letter held by a player is deducted from that player's score.

Winning the Game

The player with the highest score wins the game. After the first game the player to the left of the previous starting player goes first.

Partnership Keyword

In this game Red and Blue are always partners and Green and Yellow are always partners. The game is played the same as regular Keyword. Partners keep a single score, and they receive double the score as in regular play for a letter or letters placed on their own or their partner's Key or color squares.

Questions on the play of KEYWORD will be answered gladly by PARKER BROTHERS, INC., Salem, Massachusetts if a 3-cent stamp is enclosed with your letter.



CROSSWORD LEXICON

another Crossword Game
you will enjoy.

Played with small cards.

Parker Brothers Inc.

SALEM, MASSACHUSETTS

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DIAGRAM NO. 1
Game in progress

KEYWORD

W
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A CROSS
D
GAME

For 2, 3 or 4 Players

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The Object of the Game

Each player by playing his letter blocks to the cross-word layout on the board, tries to spell the Keyword or other words, and to play his letters on the squares that give him the largest score. A player should try to play out all his letters before his opponents, for letters left in a player's hand at the end of play are counted against him. The highest score wins the game.

Board and Key Squares

In the center of the board there are three dark gray squares running down and three across. These squares have one of the letters Y, W or O on them. These are starting squares; the first three letters of the first word placed on the board must be placed in these squares either down or across. The following players then build from this

word in any direction they wish.

There are four color areas on the board, namely, Red, Blue, Yellow and Green, which correspond in color to the players' letter block racks. Thus, if a player is using the Red rack, his color area is all the Red squares. He tries to place as many letters as possible in his own color area, for letters placed by a player on any square of his own color Count Double. If a player places a letter on any of the Key squares he receives 20 points additional score plus 5 points for the letter played. This score is doubled if the Key square is his own color.

Keyword Cards

There are a number of Keyword cards. These cards are placed at the side of the board face-down. At the start of the game the player keeping score turns one of the Keyword cards