

# Lingo



*Roalex Co., Forest Hills, NJ, Version 1 circa 1950's and Version 2 circa 1960's.*

*(Version 1 - 3" x 8" x 7/17" puzzle on 5.25" x 10.25" card,*

*Version 2 - 2+13/16" x 8+1/8" x 1/4" puzzle on 5+3/8" x 10.5" card)*

Mike Keith in his 2011 article (M. Keith [2011], "Vintage Plastic Sliding-Letter Puzzles", *Word Ways* 44:4, 310-31; see also M. Keith 2012, "More Sliding-Letter Puzzles") discusses this puzzle, presents solutions that have a single long word per line, and other fun activities with this puzzle, including writing a short story constrained by the puzzle.

## The Back of the Lingo Version 1 Card

### RULES for playing ROALEX'S LINGO GAME

(Can be played by one, two, or more persons)

**OBJECT OF GAME:** To form as many words as possible out of the letters in the sentence—"PLAY THIS MOST ABSORBING AND COMPACT OF ALL WORD GAMES," in the shortest possible time.

**HOW TO PLAY:** In competition, the first player tries to do the first **Suggested Solution** printed on the other side of this card. After he completes the puzzle, the second player tries his hand at doing the **SECOND Suggested Solution**, in a shorter time than the first player. The third and fourth players, (if there are other players), try to beat the previous contestants, but they do the **THIRD** and **FOURTH** solutions respectively. After the **SIXTH** puzzle has been solved, start with the first solution again, or return to the original wording, "PLAY THIS MOST ABSORBING AND COMPACT OF ALL WORD GAMES."

**OTHER METHODS OF PLAY:** A time limit may be placed on each player, forcing him to relinquish the LINGO puzzle after a certain length of time—that is agreed on before play starts. Thusly, a player may give up his turn after ten minutes, let's say, and allow the next player to take over and continue on the same solution. If the **SECOND PLAYER** has not solved the puzzle in his required time, the **FIRST PLAYER** takes it back again and tries to complete the puzzle—or if there is a **THIRD PLAYER**, he takes over from the **SECOND PLAYER**, etc. The player who finally completes the puzzle in his time cycle, is the winner. Immediately after completing the puzzle, the winner gets an **additional TEN MINUTES** and starts on the **NEXT SOLUTION**. When his time is up, he turns the puzzle over to the next player, etc., until another solution is reached. The one with the most solutions to his credit, is the final winner.

Another method of play is for a player to complete **ONE WORD** of the **Suggested Solutions** then pass the puzzle on to the **NEXT PLAYER**, who completes **another word** and hands it back to the first player—(or to the third player, etc., if there are other players)—until all words are completed. **CAUTION:** As each player takes his turn, he must be careful not to disturb the word completed by the previous player—except—on the bottom two lines—where he may break or shift the words in order to complete his play. When the last word is reached, each player takes a **ten minute** (or less, if you decide) turn trying to complete the puzzle. If after **ten minutes** he has failed to complete the puzzle, the game is passed to the next player, etc., until someone completes the puzzle. Score is kept of the amount of time each player uses to complete each word. The player with the least accumulated time is the winner.

**PLAYERS** can, after they have exhausted all of the **Suggested Solutions**, make up their own word combinations, trying to use up all of the letters available. In competition, the player who makes up the most words in a given time period, is the winner. Any word that appears in your standard dictionary may be used. Expert players can make up **crossword combinations**, scoring **ten points** for each word across, and **twenty points** for each word down.

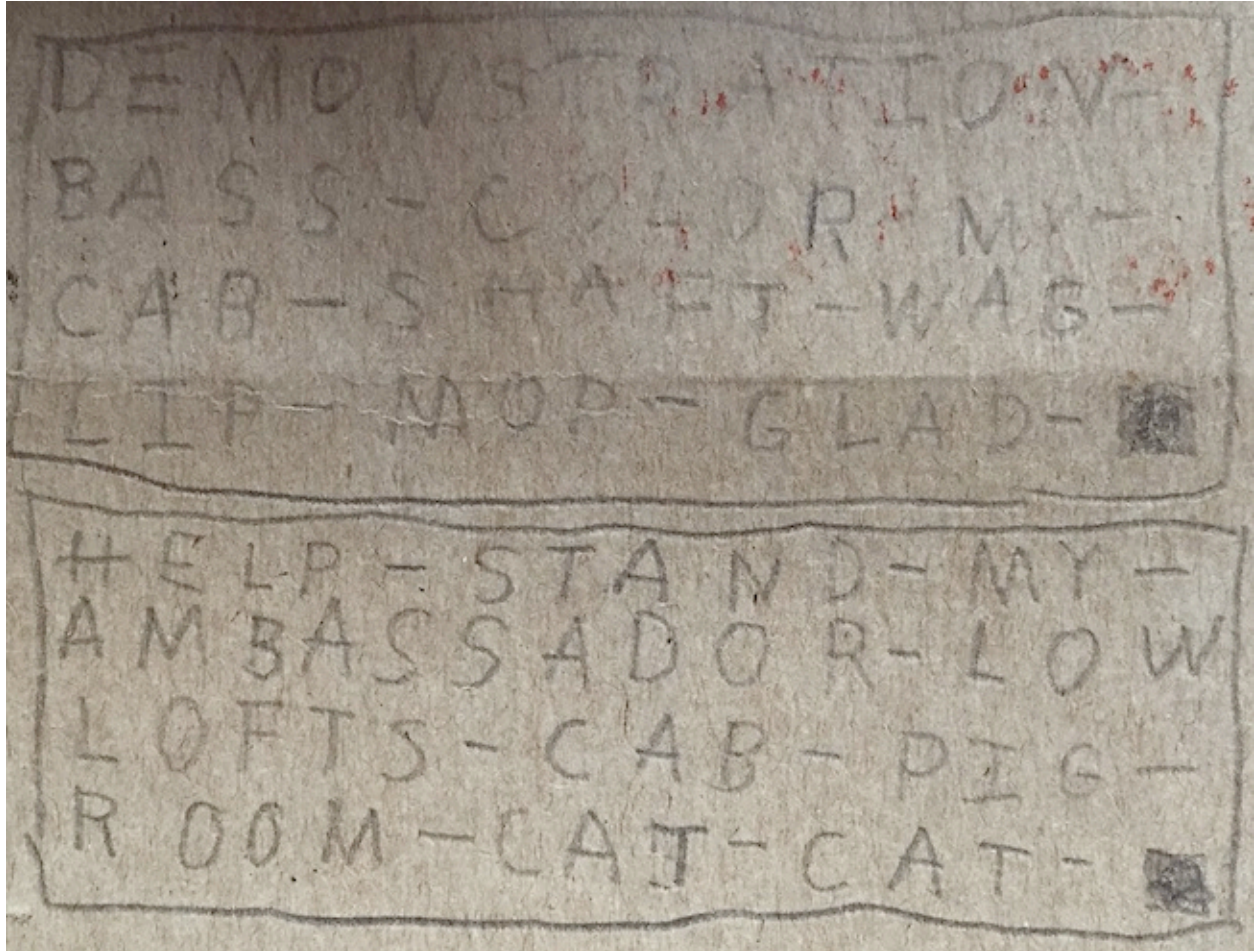
**SOLITAIRE:** The lone player can spend many a delightful hour solving the puzzles shown. After each solution, he can mark down the time elapsed, and try to better his score the next round.

**NOTE:** Many persons buy two or more LINGO PUZZLE GAMES so that each individual player has his own game and can play without interruption until he reaches a solution. See your dealer for additional LINGO PUZZLES.

If not available at local dealer, write THE ROALEX COMPANY, FOREST HILLS 74, N. Y., for location of nearest dealer.

Ask your dealer for these other popular, quality ROALEX products—  
DIGIT • SLIDE-SHO • ROBIN HOOD • JINGO • HOWDY DOODY  
MIGHTY MOUSE • SCRIBE-O • JI-RO • RO-LET • TWIDL

## Solutions on the Back Of The Version 1 Puzzle



The writing is faded and hard to read; here is what is there:

|                |                |
|----------------|----------------|
| DEMONSTRATION- | HELP-STAND-MY- |
| BASS-COLOR-MY- | AMBASSADOR-LOW |
| CAB-SHAFT-WAG- | LOFTS-CAB-PIG- |
| LIP-MOP-GLAD-  | ROOM-CAT-CAT-  |

Mike Keith has pointed out that although the "solution" on the right is wrong (it has one too many of A,C,T, and leaves one two few of I,N,G), the second CAT could be replaced by GIN to make a legal solution:

|                |
|----------------|
| HELP-STAND-MY- |
| AMBASSADOR-LOW |
| LOFTS-CAB-PIG- |
| ROOM-CAT-GIN-  |

**Lingo Single Word Solutions From The Keith[2011] Article**

FLABBERGASTING  
PROCLAMATIONS--  
MATCHWOODS----  
PSALMODY-----

HANDICRAFTSMAN  
MYSTAGOGICAL--  
BLOODWORMS----  
STOPPABLE-----

CAMPANOLOGISTS  
BROADSWORDS---  
FLAMBOYANT----  
PHLEGMATIC---