



**CONTENTS; MODELS**

**Twinset:** 2 playboards, 2 sets of 51 letters, and diagramed score pads.

**Armchair:** scoring markers replace pads; indented molded plastic.

**Deluxe:** features built-in scoring mechanism.

**PARK**

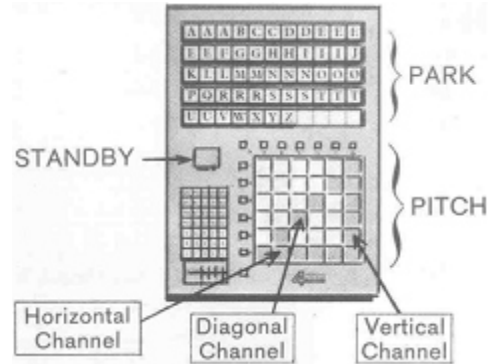
This area of squares (top of board) is marked off alphabetically. It shows players how many of each letter remain at all times during the game. At the beginning of the game, place letters on the appropriate squares.

**PITCH**

This area consists of 6 horizontal, 6 vertical, and 2 diagonal rows called **channels**. Each channel consists of 6 squares, a total of 36. The horizontal channels number (top to bottom) from 1 to 6. The vertical channels number (left to right) from 7 to 12. The two diagonal channels are numbered 13 and 14. In channel 13, words must read from top left to bottom right. In channel 14, words must read from bottom left to top right.

**STANDBY**

The Standby square is used when a player is not certain where a letter can most advantageously be placed on the Pitch. A letter on the Standby square may be placed on the Pitch at any time. Only one letter may be placed on the Standby square at any one time.



**OBJECT**

The aim is to use each of the 14 channels to make as long a word as possible. In the *diagonal* channels, only words of 6 letters may be scored. In the *horizontal* and *vertical* channels, words of 3 or more letters may be scored.

**SCORING**

6-letter words — 20 points  
 5-letter words — 10 points  
 4-letter words — 5 points  
 3-letter words — 2 points  
 For the illustration above, therefore, score  
 20 points for Family 10 points for Twine 20 points for Pectin 20 points for Priory  
 5 points for Fact 2 points for Nut 20 points for Yeoman



# RULES

An individual letter may be counted in both the horizontal and the vertical channels; and if it is in either of the diagonal channels (13 or 14), it may score in 3 directions.

Each channel may be used for 1 word of 3 to 6 letters or 2 words of 3 letters each. In diagonal channels, only 6-letter words count.

Each word may be scored once only.

If a score is made for a 6-letter word, no additional points are allowed for a 3-, 4-, or 5-letter word within the 6-letter word.

It is possible to have two 3-letter words in one channel if the first 3 letters comprise one word and the last 3 the other.

## DICTIONARIES

Use any one standard dictionary as the authority. For contest entries, use Webster's Third New International Dictionary or the Shorter Oxford English Dictionary.

American or English spellings are permissible.

Players may not consult the dictionary during play.

The dictionary may be used to verify scores after each game.

Not permissible: slang, foreign words, hyphenated words, proper names, and words with apostrophes.

## VARIATIONS

4 CYTE can be played as solitaire or as a group game. Each 4 CYTE Twinset contains 2 boards, thus allowing 2 persons to play. Additional sets may be obtained to allow more persons to play.

## METHOD OF PLAY

The play commences with one player being chosen to call out a letter as he removes it from his Park and places it in his Pitch. Each player must take the same letter, but he may place it wherever he wishes in his Pitch.

Proceeding in a clockwise direction, the next player selects a letter from his Park and declares it aloud; all players pick the same letter from their Parks and place it in their Pitches. Again, each player has a free choice in placing his letter on his Pitch, but once the next letter has been called, the previous letter may not be moved from one position to another.

If a player cannot decide where to place a "called" letter on his Pitch, he may place it in the Standby until he finds a use for it. Only one letter may occupy Standby at one time. If Standby is occupied and a player wishes to place a second letter in that position, he must place the first letter on his Pitch.

The game continues in this way. All players will undoubtedly be forming entirely different words in possibly different channels, but all will have identical letters on their Pitches.

As a check, when the Pitch is about half full, count the number of empty spaces and be sure each player has the same number. If not, letters in the Park can be called off and the mistake easily corrected.

The game then proceeds as before until all positions on the Pitch are filled and the Standby is empty.

It is recommended that each player add up his own score and then pass his board to another for checking at the end of the game. At no time during the game should a player refer to another player's board.

## SOLO

A solo game is played exactly as above except that the player has exclusive choice of letters.

## SOLITAIRE

The object is to make as high a score as possible by positioning and repositioning letters on the Pitch. A perfect score is 280 (6-letter words in every channel). How close can you come?

Solitaire games are not eligible for Championships or for prizes.

# BECOME A 4CYTE CHAMPION

One of the fascinating features of 4 CYTE is that, in addition to competing against other players, we may play against PAR, which is defined for golf as follows: "the number of strokes required for a hole or a round played perfectly." In this way we are always able to play against our own previous best score, which is extremely exciting.

For 1963 and 1964, PAR has been established for the English language as follows:

Class	(Senior)		Class	(Junior: under 13 yrs.)	
A	solo	170	E	solo	150
B	2 players	161	F	2 players	141
C	3 players	152	G	3 players	132
D	4 players	143	H	4 players	123

When you exceed any of these scores you become a Champion, and you should register this fact with us by sending us the Championship Certificate application found at the back of this book.

## SET YOUR HANDICAP

To determine handicap, take your best score in any of the classes (A to H) and deduct it from PAR.

Example: Class B PAR =161

Your best score = 155

Your handicap = 6

Play to become a PAR-PLUS champion.

Example: Class B PAR =161

Your best score =168

+ 7

You are then a + 7 Champion in class B.

## MORE TIPS ON BECOMING A 4CYTE CHAMPION

Play a few games, and if your scores run lower than half of PAR, you will find your playing ability will be increased by playing a few games of Solitaire.

Remember that anything less than a 6-letter word wins no points in diagonal channels. Be sure, therefore, to complete the two diagonals and thus be assured of 40 points. After making provision for your two diagonals, you should try to make 20 points on each of the outside channels (nos. 1, 6, 7, and 12). An experienced player will find himself able to do this with fair regularity and thus assure himself of a total score of at least 120 points. This leaves the form of 4 triangles on the Pitch.

The law of averages indicates that in many games of 4 CYTE some letter or letters will be called up which you cannot use profitably and for which there is no place in the Standby, and it is important that you decide as soon as possible which triangle you will use as a "dump." In this way you avoid spoiling your opportunities in other parts of the Pitch.

Your aim now must be to try to make 6-letter words, if possible, or words of 5, 4, and 3 letters, in the areas of the three remaining triangles. As your foresight develops you will begin, right from the start of the game, to lay the foundations for these last words—the ones which add the real luster to your score.

Be sure that channels 6 and 12 contain letters which can be used to end a word.



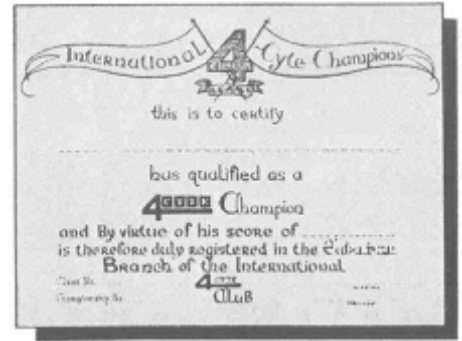
# WHEN YOU BECOME A CHAMPION, SEND FOR YOUR CERTIFICATE

## ACHIEVE THE HONOR OF BECOMING A MEMBER OF THE INTERNATIONAL 4CYTE CHAMPIONS' CLUB

The members of the International 4 CYTE Champions' Club are a *corps d'elite*, as the French say—an association of very special people. To become a member you must be somebody who has *done something*. You are enrolled in this exclusive club when you earn and receive your Champion's Certificate —till then, it cannot be done!

The President of the club is Sir Oliver Simmonds, the inventor of 4 CYTE and the first 4 CYTE Champion. He has with him on the Council the Vice-presidents—one from each of the principal countries of the western world. The Council is aided by an International Committee of Judges to adjudicate all matters concerning Championships and prizes, and their decisions are final and binding.

The International 4 CYTE Champions' Club is an unincorporated association owned by the International Parlour Games Corporation Limited, Nassau, Bahamas.



The Gelles-Widmer Div.  
McGraw-Hill Book Company, Inc.  
St. Louis 26, Mo.

My registration in \_\_\_\_\_  
 SENIOR CLASS  
 JUNIOR CLASS  
 Please check one

Dear Sirs:  
**I am now a ...**  
**4CYTE "PAR-PLUS"**  
**Champion**  
**IN GROUP \_\_\_\_\_!**  
**Please rush me my**  
**INTERNATIONAL CHAMPIONSHIP**  
**CERTIFICATE**

Please enter my name in this year's 4 CYTE contest and send me my Championship Certificate.  
 You may use my score along with other Champions to determine next year's PAR.  
 On the reverse side of this sheet I have copied my score and words on the Pitch exactly as attained during a game with:

Names of opponent(s) or witnesses  
(Please Print)

Address(es)  
 Signed \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_ State \_\_\_\_\_

I enclose 25¢ to cover handling charges involved in recording and acknowledging this entry.

	7	8	9	10	11	12
1						
2						
3						
4						
5						
6						

On the reverse side are the names and addresses of the opposing players who, by their signatures below, vouch that the above Pitch was the unaided effort of the applicant, who played this game according to the published rules.  
 Signatures of opponent(s)