*Addagrams: How To Play*

1. Play begins with a single letter. Players add a series of additional letters, their order scrambled, to create a series of new words: D,  DO,  ROD;  WORD;  SWORD;  DROWSY; etc.

2.  Some capitalized words are permitted: days; months; countries; adjectives of nationality; internationally known cities (SATURDAY, APRIL, FRANCE, MILAN, etc). No more than ONE such word may be played in the same turn: PARIS, PERSIA would be a proscribed sequence.

3. Hyphenated words are permitted, as are those containing an apostrophe or an accent: BI-LEVEL, ISN'T, JETÉ. Two word phrases (REST HOME, NEW YORK) are not permitted.

4. Abbreviations, foreign words, and slang terms are acceptable if featured in a standard English dictionary. Dictionary words derived from acronyms are okay (SCUBA, OK, ASAP); spelled out acronyms, texting abbreviations, et al (USA, TTYL) are not, except at the two-, letter stage (TB, PS). Allow yourself latitude for the two-letter entry!

5.  Plurals and shifts of verb form are acceptable, but neither an S nor a D may be added to the word *immediately preceding* to create them:  JAUNT, JUNTAS and GLIDE, GILDED are legitimate sequences; JAUNT, JAUNTS and GLIDE, GLIDED are not. An -ES or an -ED may, however, be added *in proper sequence*: LASH, SLASH, LASHES;  SEAL, LEASE, SEALED.

6. How to score? I suggest a point each for every step of a successfully completed addagram (8-13 points, usually). Just one point for a solution that fails three steps shy of the target; three points if you get within two steps. (One step away isn't possible, since I'm providing the last step!) Three bonus points if you can take the addagram a step or more further than my solution!