

A Success Story

The popular family board game Scrabble™ is a truly (0) **REMARKABLE** **REMARK** success story. Over 100 million sets have been sold in 29 (1) **different** **DIFFER** languages and in 121 countries, making it (2) **easily** **EASY** the world's best-selling word game. It began life in 1931 during the Great Depression, when, like so many other Americans, architect Alfred Butts found himself without (3) **employment** **EMPLOY**. His passion for words led him to devise a game he called 'Lexico', in which players' scores were determined by the (4) **length** **LONG** of the words they formed. The board was incorporated in 1938, when Butts changed the name to 'Criss-Crosswords'. Some of the (5) **original** **ORIGIN** features still appear in today's game, including the values of the letters, which remain (6) **unchanged** **CHANGE**. However, neither Lexico nor Criss-Crosswords was commercially (7) **successful** **SUCCEED** and Butts went back to being an architect. Then, in 1948, James Brunot bought the manufacturing rights, simplified the rules and came up with the new name of 'Scrabble'. In the first year of (8) **production** **PRODUCER**, just 2,251 sets were sold. Then, in 1952, Macy's department store began stocking the game – and the rest is history.

Noun	Verb	Adjective	Adverb
remark	remark	remarkable	remarkably
difference	differ	different	differently
ease	ease	easy	easily
employment employer employee	employ	employed	-
length	lengthen	long	-
origin	originate	original	originally
change	change	(un)changed changeable	changeably
success	succeed (in)	successful unsuccessful	successfully unsuccessfully
product producer	produce	produced	-