



Above are three four-letter words, which create an initial Annigram—PLAY RUSH HOUR. Each letter in the Annigram is written on the top of a building, which you can freely move around. The goal is to shuffle the 12 buildings with the letters on them in any order so as to form three new four-letter words. Use every letter exactly once in each new Annigram. Find at least three new Annigrams, with no word repeated.

AHOY LUSH PURR

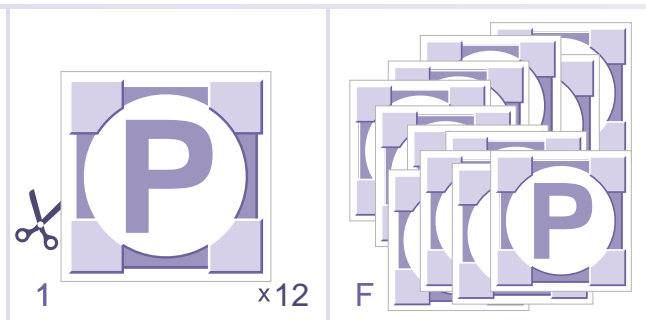
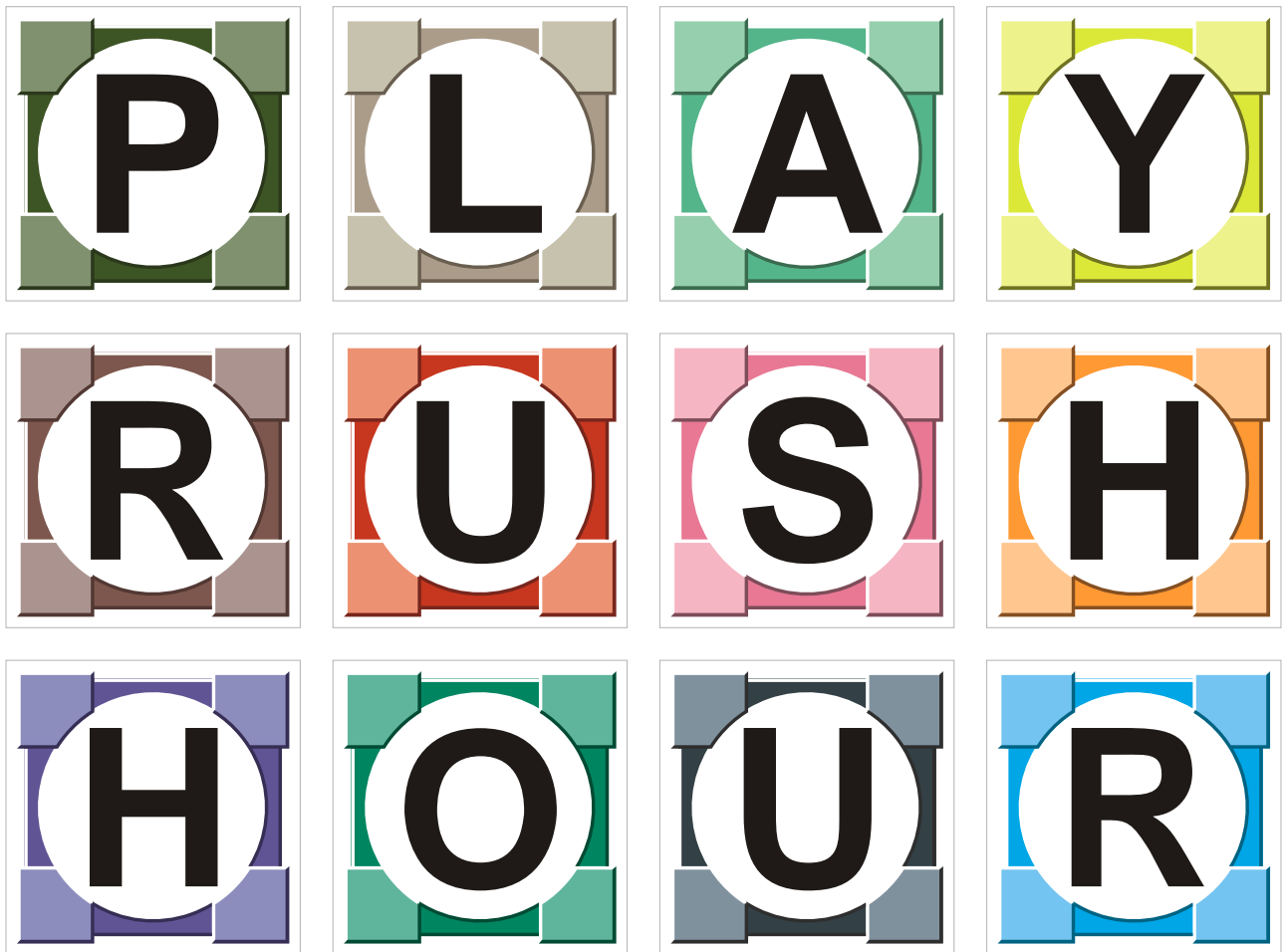
RULY SHAH POUR

HURL OARY PUSH

PRAY HUSH LOUR

PURL YOUR HASH

Several of the possible trios arranged from PLAY RUSH HOUR are shown in the illustration.



To produce pieces for hands-on play, print out this page. Then cut out the 12 individual squares as shown in the diagram above. Have fun solving new Annigrams with the letters of PLAY RUSH HOUR.