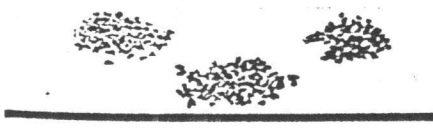
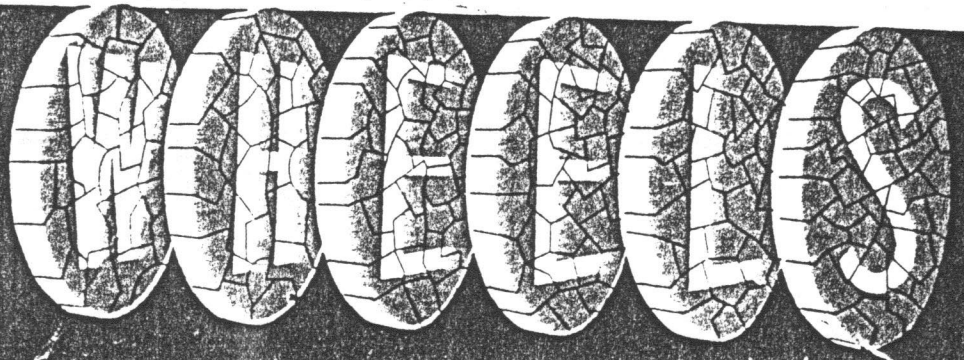


JIG SAW



The method of playing jig saw wheels is simplicity itself.

If four people are playing, each person chooses a color from the four different colored segments in the box. Each player then arranges his pieces to form three wheels or disks. Thus, for example, when each member has successfully completed his "hand" or properly assembled the pieces allotted him, there will be formed for "A" three complete blue wheels, for "B" three green ones, "C" three yellow ones and "D" three red ones.

Each wheel contains 44 pieces. But **KEEP WELL IN MIND**—each wheel is cut differently. Hence the pieces from one red wheel for example, are **NOT** interchangeable with any piece in either of the other red wheels. Therefore in assembling your three wheels, you are in fact completing a jig saw puzzle of over 100 pieces. That will well tax the skill of anyone.

The method of scoring is as follows.

The first one to complete the assembly of three wheels wins and is given a score of 250. This winning score is made up of a score of 50 points for each completed wheel plus a bonus of 100 points for successfully completing all three wheels.

The other three players then count their scores, by subtracting from the bonus score of 100, one point for each piece not in place in a wheel, and then adding 50 points for each wheel.

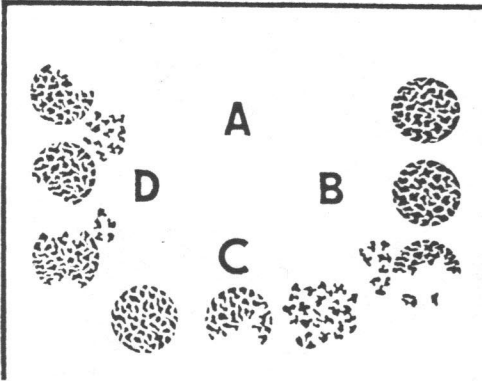
EXAMPLE "A" scores 250 points for finishing first. "B" has two wheels finished and has 12 pieces NOT in place in the third wheel. "B" 's score is 188; that is, 50 points each for the two completed wheels plus 88 — which is 12 points, one for each piece not placed, subtracted from the bonus score of 100.

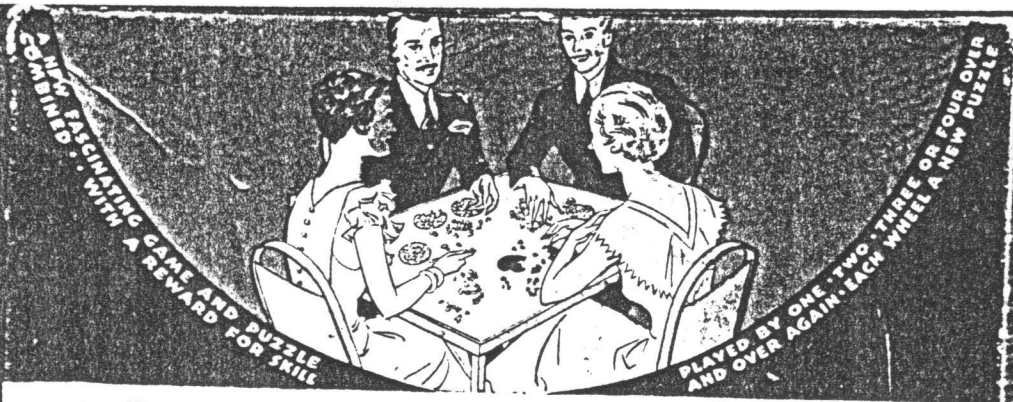
"C" has one wheel finished and a second wheel partly finished. There are 44 pieces from the second and third wheels not in place. "C" 's score is 106; 50 for the completed wheel plus the difference between the bonus score of 100 and the 44 pieces not yet placed. "D" has all three wheels partly made but none completed. There are 15 pieces not yet placed. His total score is 85, being the difference between the bonus of 100 and the unplaced pieces.

VARIATIONS

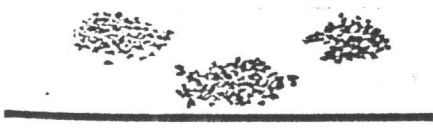
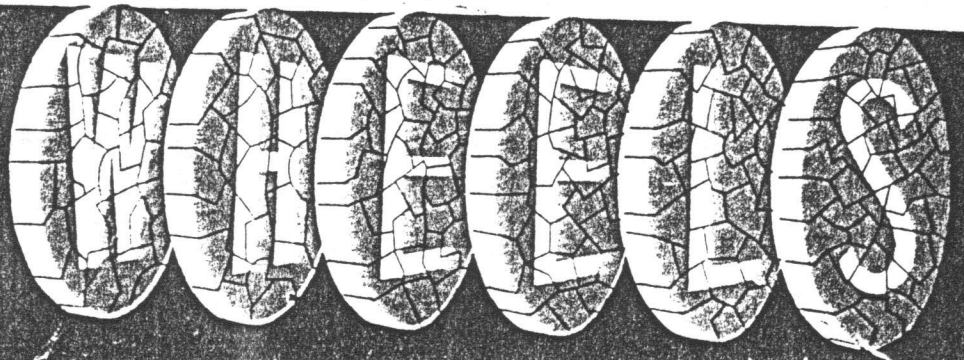
The same method of scoring can be used in several variations of the game.

- 1st, A time limit may be set and each player turn in his score at the end of the set time.
- 2nd, Partners may be chosen and their scores simply added, or the partners may assist each other in completing their wheels.
- 3rd, The wheels may be played in duplicate. For example: A and C taking the yellow and blue disks, D and B the red and green disks. After the scoring, either by time or points, A and C take the red and green, D and B the blue and yellow ones, and a comparative score made.





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"C" has one wheel finished and a second wheel partly finished. There are 44 pieces from the second and third wheels not in place. "C's" score is 106; 50 for the completed wheel plus the difference between the bonus score of 100 and the 44 pieces not yet placed. "D" has all three wheels partly made but none completed. There are 15 pieces not yet placed. His total score is 85, being the difference between the bonus of 100 and the unplaced pieces.

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