



Rules for the "VICTORY" JIG-SAW GAME

(Regd. Trade Mark)

A game for FOUR Players

Place the four cards, with numbers downwards, on the table. Each player should draw one of the cards and the number will indicate the puzzle allotted to him; the numbers of the four pictures are shown on the lid of the box.

The four puzzles should be broken up and placed altogether and well mixed, in the centre of the table. On the word "GO," each player must proceed to select from the heap, those pieces he requires to complete his particular puzzle.

Scoring. The first to finish the puzzle will score 20 points, the second to finish will take 15 points, the third 10 points, and the last will have a "consolation" score of 5 points.

By drawing lots for pictures each time the puzzles are completed, the game is continued. The first player to reach a score of 100 is the winner.

To provide a longer game, the finishing score can be put at a higher figure.

AN ALTERNATIVE GAME (for 2, 3 or 4 players)

Each player is given the pieces required to form one complete puzzle. It should be seen that the puzzle is thoroughly taken to pieces and on the word "GO," a player should assemble his puzzle as quickly as possible.

Scoring. If there are *four* players, the same scoring can be used as mentioned above. For *three* players the winner takes 20 points, the next to finish has 10 points and the last, 5 points. In the case of *only two* players, the scores should be 20 for the winner and 5 for the loser.

Play is continued by each player taking his puzzle to pieces and passing it to his left hand neighbour for assembly. No player should commence to work out his puzzle until the word "GO" is given. When there are less than four players, all the puzzles can still be used by taking them in rotation.

The winner is the player who has scored the highest number of points after solving the four different puzzles.

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