

Starting with the Defendant, the players again roll the dice in turn. Now only 7's and 11's count, and whenever a player rolls either a 7 or an 11, he takes a Marker for his side and places it on one of the 12 people in The Jury.

If the District Attorney's side is successful in covering 7 Jurors first, with its RED Guilty Markers, the Defendant is found GUILTY and the District Attorney and his partners win the trial and split the "pot" equally. If the Defendant's side is successful in covering 7 Jurors first, with its BLUE Not Guilty Markers, the Defendant is found NOT GUILTY and he and his partners win the trial and divide the "pot" equally.

In the event that each side places 6 of its Markers on The Jury, a mistrial is declared and a new trial is held immediately. All Guilty and Not Guilty Markers are removed from The Jury, and with the Defendant again rolling first, each side tries again to put 7 of its Markers on the jurors and thus win the "pot."

10—When a player has no more Game Money after repeated rounds of the game, he drops out unless some other player wishes to make him a loan or gift of Game Money to enable him to continue.

GUILTY

The FUNNY MONEY GAME... Short & Snappy



20 MINUTES OF PLAY FOR AVERAGE GAME

HOW TO PLAY THE GAME

This is a humorous game. The Game Money supplied is used solely for building up a "pot" through the payment of penalties. There is no buying or selling of commodities and no trading between players. No one player has the advantage over any other except in the luck he has in throwing the dice.

The whole idea of the game is FUN. It is extremely easy to learn. The board explains every move. The game is fast and reaches a definite conclusion within 20 minutes, when the "pot" is divided between the winners. This feature makes it possible for new players to come into the game, or for the same group of players to enjoy many rounds in an evening.

This is the only game, to our knowledge, in which the players start as individuals, and then in the latter part of the game, pair off as partners and one side plays against the other side.

THE FINGER

A Short, Short, Short Story

The finger of suspicion points to you, and you, and you. As everyone knows, you were all in Court House Square at the time the 2-ton bell from the Court House belfry was found missing. It is true that no one saw you take it, but the police department thinks it was mighty strange that all of you were in Court House Square at the same time. Of course, it is understood that the one who took the bell did it merely as a prank.

Inasmuch as no one has admitted doing it, you are all suspected, and shortly you may be questioned by the police or may have to put up Bond or otherwise be subjected to embarrassing moments. Eventually, one of you will be brought to Court as Defendant. You will have a fair trial. If found GUILTY, you will be sentenced to lose the "pot." If found NOT GUILTY the "pot" is yours to share with your counsel and witnesses.

RULES

1—By mutual consent, one player is put in charge of the game. The first thing he does is give each player \$5,000 in Game Money as follows: 8-500; 3-200; 2-100; 2-50; 3-20; 4-10. Any extra Game Money is left out of the game. If so many play that there is not enough Game Money to give each player \$5,000, all the game money is divided equally.

The player in charge then gives each one a Playing Pawn. During the game, he gives out Bond Receipts when players hit Bond spaces and makes change when necessary. He also takes charge of the "pot" which is made up of all Game Money paid in by all players during the game. Before the trial starts he gives out the RED Guilty Markers and the BLUE Not Guilty Markers, for use as explained later.

2—For the average game, as many may play as there are Playing Pawns. If more wish to play, they may use some small objects for their Playing Pawns. Each player rolls the dice and the one having the highest number plays first. The player on his left is second, and so on, in a clock-

wise direction. Each player must remember the color of his own pawn.

3—Play starts from Court House, and, as each player takes his turn, he moves his Playing Pawn the number of spaces totaled by the two dice, counting CAMP-O-SO-HIGH as Space Number 1.

4—Each player reads what it says on his stopping space and acts accordingly. If he must pay out Game Money, he gives it to the player in charge to go into the "pot." The instructions on each space must be followed, no matter how many times a player hits the same space in forward or backward moves.

5—Each time a player hits a Bond space, even if he does this repeatedly in forward or backward moves, he must put up Bond, in Game Money, for the amount mentioned in that space. Each time he must request a Bond Receipt for that amount from the player in charge as there is a chance of getting this Bond Money back. The Bond Money also goes into the "pot."

6—The moment one player enters the red inner track, which begins where the blood-hounds are let out, all penalties and payments stop for all

players, no matter where their Pawns land. The game now resolves itself into a race and all rush to keep from being the last one in—for the last one in is the Defendant. Each player continues to roll the dice and to move his Playing Pawn in turn until he goes completely around the red track and passes through the last space, called **ENTRANCE TO COURT.**

7—The Defendant, as penalty for being the last one in, immediately reimburses all other players, from his own fund of Game Money, the total amount each has put up as Bond. This is readily figured out by adding the amounts on the Bond Receipts held by each player. All Bond Receipts are then turned back to player in charge for use in the next game. If Defendant has put up Bond during course of the game he also turns in his Bond Receipts, but he is not reimbursed.

8—The case now goes to COURT and the game becomes one of partners—the side of the District Attorney against the side of the Defendant. The following chart shows how the two sides line up, depending on the number of players. It is important that each player remember the order in which he finishes the red track and comes into the Court. A good idea is for each player, as he finishes, to place his Pawn in the Court on

the picture of the person whose part he will take in the trial. The Prosecution Witnesses are at the left of "His Honor" with the District Attorney. The Defense Witnesses are at the right with the Defendant and Defense Counsel.

No. of Players	1st In	2nd In	3rd In	4th In	5th In	6th In	7th In	8th In
2	D.A.	Def.						
3	D.A.	D.A.W.	Def.					
4	D.A.	D.A.W.	D.C.	Def.				
5	D.A.	D.A.W.	D.C.	D.A.W.	Def.			
6	D.A.	D.A.W.	D.C.	D.A.W.	D.W.	Def.		
7	D.A.	D.A.W.	D.C.	D.A.W.	D.W.	D.A.W.	Def.	
8	D.A.	D.A.W.	D.C.	D.A.W.	D.W.	D.A.W.	D.W.	Def.

KEY: D.A.—District Attorney
 Def.—Defendant
 D.A.W.—District Attorney's Witness
 D.C.—Defense Counsel
 D.W.—Defense Witness

If there is an uneven number of players, the Defendant has fewer players on his side and he, therefore, takes two rolls of the dice in the trial each time it is his turn to roll. This gives the same number of rolls to each side and assures the Defendant of a fair trial.

9—The player in charge now gives out the 7 RED Guilty Markers to the District Attorney and the 7 BLUE Not Guilty Markers to the Defendant.