

If the pieces cited Do form an EYE JINXX, you EARN 8 points.
You now have the option of playing THE EYE JINXX onto the board.

If THE EYE JINXX CAN NOT be played onto the board, it is DISASSEMBLED and RETURNED TO THE BOX.

[If there is an EYE JINXX in more than one Work Area, move the timer to the next Work Area, and repeat the procedure.]

When all the EYE JINXX cited have been resolved, INVERT THE TIMER at centre-board, and begin your turn, as you normally would.

When not engaged in their turn, players/teams will want to spend time observing the play in progress; assessing the present attitude of the puzzle; and, evaluating their Work Area, as well as the Work Areas of opposing players. If it is your turn next, keep your eye on the timer.

End of Game

When the allotted time has expired OR when the puzzle is completed, the player/team with the most points wins.

Pieces remaining in Work Areas at the end of the game do not count for, or against, your point total.

Misplayed Pieces

In the unlikely event that a piece is misplayed during the game, simply disregard it.

IN CLOSING

We hope you enjoy the Eye Jinxx Puzzle Game.
Your comments are welcomed by writing to the manufacturer.

Respectfully yours,

Doug & Peter
Eye Jinxx Creators

P.S. We'd like you to know that there are actually 5 airplanes in the collage.

If you would like an additional Eye Jinxx Poster, please send a cheque or money order in the amount of \$10.00 to:

NORTHERN GAMES CO. LTD.,
4630 - 91 Avenue,
EDMONTON, ALBERTA, CANADA
T6B 2L1

Price includes postage & handling. Poster comes rolled in a tube, unfolded. Excellent for framing!
Allow 4 to 6 weeks for delivery
Challenge your eye for detail!
Look for additional Eye Jinxx Puzzles coming soon to your favorite game store.



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Introduction

Eye Jinxx, the jigsaw puzzle boardgame, can be enjoyed several ways.

It can be assembled co-operatively, by one or more persons, without rules or time constraints.

It can be assembled competitively, by two or more players/teams, in accordance with the rules, time limits, and scoring format provided. We recommend a maximum of FOUR teams, with no more than SIX players per team.

Also, whether playing co-operatively, or competitively, there is the on-going challenge of locating the eight hidden objects.

We recommend that prior to playing the game, the puzzle be assembled and the hidden objects be located. (See Additional Scoring A- Serious Pieces)

Preparation

1. Unfold the gameboard. Place The Jinxx at centre. (large puzzle piece)
2. Remove accessories. Distribute pencils, scorepads and hidden object cards.
3. Place timer on The Jinxx at centre-board.
4. Empty puzzle pieces into the top of the box.
5. Decide upon length of game.
Will you play until the puzzle is completed? Or, will you play to a set time limit?
Experienced players will require less time to complete the puzzle.
Generally, allow 2 to 3 hours.
6. Roll die to determine which player/team goes first.

The puzzle is assembled from The Jinxx outward or from the four (4) corner pieces, in all directions. Players may build from any existing portion of the puzzle to which they can connect an appropriate piece or pieces.

PLAY PROCEDURE

First Player/Team

1. Take the box of puzzle pieces
2. Invert the timer
3. You now have 3 MINUTES to search through the box for:
 - (a) 1 or more puzzle pieces that can be immediately connected to The Jinxx at centre-board, in order to earn points.
 - (b) Any of the 4 corner pieces which may be placed immediately on the board for points.
 - (c) 2 or more puzzle pieces that can be connected in your Work Area for future play.

A player's Work Area may include *any combination* of 2 or more puzzle pieces that connect together. [Your Work Area is any space available immediately in front of you. It DOES NOT include any part of the board. The only pieces allowed on the board, are those that have been played, or those about to be played.]

4. When the next player/team taps the timer:
 - (a) Stop all play IMMEDIATELY
 - (b) Return all unconnected pieces in your Work Area to the box
 - (c) Record any points earned on your scorepad
 - (d) Pass the box of puzzle pieces to the next player/team

[Watching the timer, and tapping it when time has run out, is ALWAYS the responsibility of the NEXT player/team.]

Basic Scoring (board values)

1. Score ONE point for each piece connected on a WHITE space.
2. Score TWO points for any piece connected on a BLACK space.
3. Score FOUR points for any piece connected on a GREY space.

Additional Scoring

A. Serious Pieces

There are 8 hidden objects in the puzzle.
These objects are listed on the cards provided.
Some of them may be difficult to locate, but all are readily identifiable.

Each hidden object is comprised of 1 or more puzzle pieces.
These are called Serious Pieces.

Serious Pieces are played onto the board DURING YOUR TURN, just like any other puzzle piece.

Each Serious Piece is worth 8 points OVER AND ABOVE board value.
(See Basic Scoring)

To earn the full point value for Serious Pieces, you *must* DECLARE THEM when playing them onto the board, and have at least one other player/team agree as to their correct identification. Serious pieces can only be scored by the player/team that plays them onto the board.

B. Raiding

If you notice 2 or more puzzle pieces in the Work Area of another player/team that can be played onto the board IMMEDIATELY, you may pirate those pieces at any time DURING YOUR TURN, as follows:

1. Declare a Raid on the Work Area in question.
2. Point out the playable pieces and indicate where they connect on the board.
3. The player/team being raided is then obliged to connect these as indicated.

If the pieces DO connect, you EARN their board value.
If there are any Serious Pieces among them, DECLARE THESE and score accordingly.

If the pieces DO NOT connect, you FORFEIT what remains of your turn AND any points earned during THAT turn.
The raided pieces are returned to their Work Area. Allow the timer to run out.
Pass the box of puzzle pieces to the next player/team.

[You may conduct raids on any and all opposing Work Areas, as often as you wish, while it is your turn.]

C. Eye Jinxx

When there is a combination of 8 or more connecting pieces in a Work Area (connected as a whole or in groups) it is called an 'EYE JINXX'.

If you notice an 'Eye Jinxx' in a certain Work Area, you can earn extra points by declaring 'Eye Jinxx' on that player/team prior to the start of your turn.

If you notice that the existing EYE JINXX can ALSO be played onto the board, you can earn additional points. Proceed as follows:

1. Wait until the box of puzzle pieces is passed to you. (your turn)
2. DO NOT invert the timer to begin your turn.
3. Place the timer IN FRONT OF the Work Area you wish to challenge and declare 'EYE JINXX!'.
4. Point out the 8 or more pieces that comprise THE EYE JINXX.
5. The challenging player/team EARNS 8 points.

If the pieces cited DO NOT form AN EYE JINXX, you FORFEIT your turn.
The player/team you challenged EARNS 8 points.
The pieces cited are returned to their original configuration.
Pass the box of puzzle pieces to the next player/team.