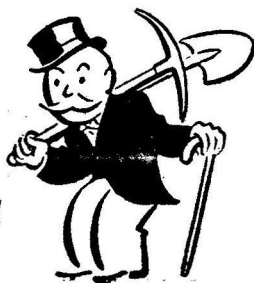


RULES FOR
"DIG"

REG. U. S. PATENT OFFICE
PATENT PENDING

*America's Fastest and
Most Interesting Action
Game*



For From 2 to 6 Players (or any number of players
by using additional Picks)

"— and, Every Man For Himself!"

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SALEM, MASS. · NEW YORK · CHICAGO

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"DIG" is a game that brings gold mining right into your home. Adults may play this game dressed in evening clothes. Formal dress is not essential, although it would make a pretty picture, inasmuch as every player must swing his pick energetically to select from the gold mine, the letters needed to complete the subject described on the Calling Cards. (All of the playing pieces will be described later.)

A player who **FIRST COMPLETES** any word called for on the Calling Card is entitled to one share in the gold mine. Five shares may be exchanged for a gold bar. **THE PLAYER WHO FIRST ACCUMULATES THREE GOLD BARS WINS THE GAME.**

That is the story in a nutshell.

To get organized players should be seated around a table.

- A. Select a dealer. (He is the Head Miner. All other players are just plain miners.)
- B. Place the gold mine (the square letters) in the center of the table.
- C. Each player chooses a gold miner's pick.
- D. Head Miner places Calling Cards (larger cards) face down on the table but within easy reach.

E. Shares and gold bars are not removed from container box until they are awarded to players.

We are now all ready to go. The Head Miner turns up the top Calling Card and, **IN A STRONG VOICE READS** one of the lines, (red or black) printed on the card. For example—a *flower*.

NOW—AND VIGOROUSLY, EVERYBODY PICKS! That is, takes his or her pick and picks out letters from **The Gold Mine** to form the name of a flower. Example—*daisy*.

Remember—every man for himself!

CAUTION! Use **ONLY** the pick and **NOT THE FINGERS**, to select the letters.

Players must rely **ENTIRELY** on the use of the pick, to sort, pick and arrange the letters desired.

Players will catch on very readily to the trick of releasing the letters from the pick.

THE PLAYER FIRST COMPLETING A CORRECT WORD WINS THAT ROUND AND RECEIVES ONE SHARE IN THE GOLD MINE.

Letters are thrown back into gold mine after each round and the mine is thoroughly stirred.

Five shares may be exchanged for one gold bar.

THE FIRST PLAYER TO GAIN 3 BARS WINS THE GAME.

The stickiness of the Pick is impaired if dust collects on it. We suggest that you keep the small pieces of cellophane on the Pick when it is not in use. If you find that the Pick does not stick very well, moisten the end of it. Climatic changes may effect the sticking surface. To restore—wipe the end with a moist cloth and then hold your thumb against the surface for a moment before starting play.

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FOR MORE PLAYERS!

A set of six additional gold mining Picks will be mailed post-paid anywhere in the United States upon receipt of fifty cents.

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Questions on "DIG" will be gladly answered if three-cent stamp is enclosed. Address **PARKER BROTHERS, Inc., Salem, Mass.**