

In Conclusion

Many Players of EUREKO! will enjoy making their own rules to increase interest in the various games and the pleasure of their guests.

Some may want to play for points, as for instance, decide how many points represent a winner, a runner-up and so on.

Then the Players may continue playing until one contestant has earned enough points to win first prize, another the consolation prize, and perhaps a booby prize for the player who trails last.

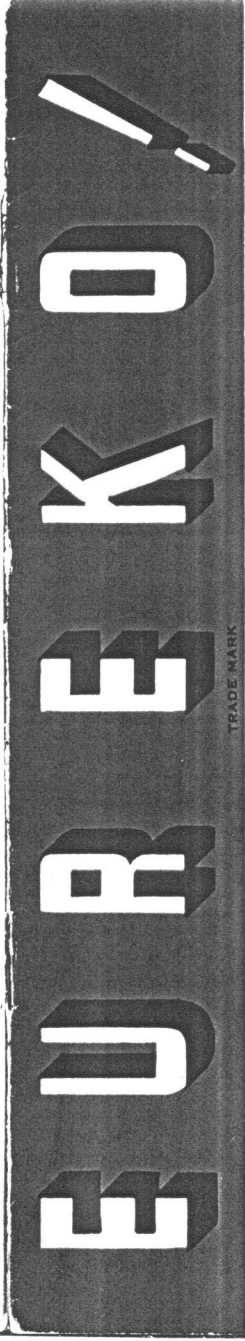
EUREKO! parties can be made delightful and progressive by having three or four game sets for twelve or sixteen players as party entertainment, the guests moving from table to table as is done at progressive bridge parties.

Various penalties may be invoked, too, such as having a regular check up when playing "NUMBER" EUREKO! to make certain that no player has placed a number piece in his puzzle which has not yet been called by the Caller.

Players may be warned in advance that where they are found covering a number which has not yet been called, either by accident or design, each may be penalized to forfeit one puzzle piece for each such offense.

—and so, wishing you many hours of good pleasure, I am,

 Yours in Fun,
MR. GRAPHICUT.



THE *New* JIG-SAW PUZZLE GAME

a lively
exciting pastime
played in
4 fascinating
ways . . .

presenting . . .
a great *New* contribution
to home entertainment

I invented EUREKO! because conditions indicate a need for something new and different to entertain and amuse the folks who stay at home either from choice or necessity.

I took the ever-popular Jig Saw Puzzle as a basis because I found that millions of home-loving people still like to put these intriguing and sometimes tantalizing little bits of cardboard together.

But, I figured that something new must be added, and so I developed a GAME — a lively, exciting pastime, combining all the absorbing interest of a Jig Saw Puzzle, with the thrill of a contest; in other words, a Game for Everybody and for every age.

I call my new game EUREKO! — a name you will hear a lot about from now on, because it is to become a household word for home entertainment — fun, diversion, and pleasure for individuals, groups and parties, for men, women and children.

And so, I present: EUREKO! with my best wishes for a good time.

— MR. GRAPHICUT

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look at what you get

when you get **EUREKO!**

To make this new game attractive to everyone, I have arranged so that it may be played as four different games, each, in itself new, novel and intriguing.

And, I made it so that any number of folks might play at the same time. Father or Mother can play it Solitaire and have loads of fun. Boyfriend and Girlfriend, or Brother and Sister, can play a delightful twosome, or all four of them may join. Additional sets make it possible to entertain whole parties of any size to make an evening doubly pleasant.

The Four Games I mentioned are:

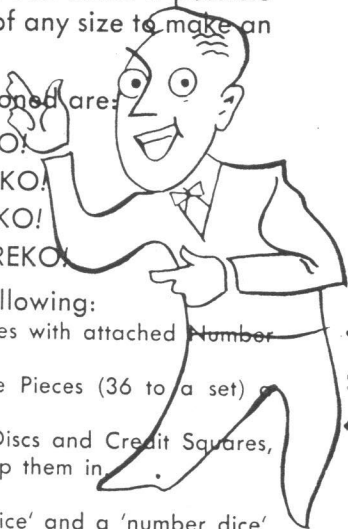
- 1 "COLOR" EUREKO!
- 2 "NUMBER" EUREKO!
- 3 "PICTURE" EUREKO!
- 4 "SOLITAIRE" EUREKO!

Each set contains the following:

- 4 GRAPHICUT picture frames with attached Number Diagrams.
- 4 Sets of Numbered Puzzle Pieces (36 to a set) total of 144 units.
- 104 Black and Red Number Discs and Credit Squares, with special boxes to keep them in.
- 1 Caller's Check Chart.
- 2 Special Dice — A 'color dice' and a 'number dice'.
- 1 Dice Shaker.

ALL IN BEAUTIFUL COLOR BOXES TO MAKE A HANDSOME AND PERMANENT PACKAGE

— MR. GRAPHICUT



now, then, let's get down
to entertainment . . .

here's how to play:

"color" EUREKO!

First: Select a Dealer who assigns to each player a Puzzle Frame in a distinct color. At the same time he takes the corresponding boxes of Jig Saw Pieces and places the boxes together in the center of the table, convenient to his use.

In this game, where there are five players, one acts as the Dealer who does all the dice throwing and deals out the puzzle pieces as indicated by the dice throw to the various winners. After each game another player acts as Dealer.

Second: One of the 'dice' for playing this game is marked on four sides with number dots from one to four; the other two sides are marked with minus signs, (-1) and (-2), respectively.

The other 'dice' is marked on four sides with color spots corresponding to the four colors of the puzzle charts or diagrams; and two sides each have two of the four colors.

Third: The Dealer places both dice in the shaker and makes the first throw. If the color 'dice' shows up the "Blue" disc mark, for instance, and the number dice shows up the four dot side, then the player holding the Blue puzzle chart or diagram wins four puzzle pieces of his corresponding color, which are dealt to him by the Dealer, and so on.

If the color 'dice' shows up a side with two color disc marks, then both holders of these colors win the puzzle pieces indicated by the number 'dice'.

And, if the number 'dice' shows up one of the minus sides, either the (-1) or (-2), the player holding the color or colors shown at the time must forfeit one or two of their puzzle pieces, which are returned to their respective color boxes. However, if the "loser" has no puzzle pieces to forfeit at the time, he merely passes.

Fourth: Each Player sets to work at once to put his puzzle pieces into their proper places as indicated by the number diagram inside the puzzle frame, but stops long enough to collect the additional pieces as he wins them by the Dealer's throw.

Note: When two, three or four play "COLOR" EUREKO!, the throws are made in turn by each Player and, when this is done, each Player whose color appears on the color 'dice' selects his own puzzle pieces from the corresponding color box which is placed near him, for his use.

Or, if the throw shows either one of the minus sides, either (-1) or (-2), he forfeits either one or two pieces as previously explained.

The Players may use the Puzzle Frames with numbers and diagrams showing, or they may turn back the diagram flap and play without using the number diagram. This makes the game more difficult, but some find it more interesting.

Fifth: The Player who first completes his picture puzzle, shouts: "EUREKO!" and is declared the winner.

— MR. GRAPHICUT

some folks may think this
the best one of them all, so . . .
here's how to play:

"number" EUREKO!

The card containing the 74 number discs and the 30 credit squares should be taken apart, the number discs placed in the larger center box and the credit squares in the smaller box.

First: A Caller is chosen who acts as the Dealer, and, who may or may not be one of the Players.

Second: The Caller assigns to each Player a set consisting of a Puzzle Frame and a box of Jig Saw Pieces, all of corresponding color.

Third: Each Player then takes the 36 Puzzle Pieces out of the box assigned to him and lays the pieces (preferably in consecutive order) on the table before him, alongside of his puzzle frame, with the NUMBER SIDES UP.

Fourth: The caller places the Check Chart before him and is now ready to begin the game.

Fifth: As in the game of BINGO or LOTTO, the Caller selects, at random, a Number Disc and calls that number. As each number is called, the Players look for the called number among their puzzle pieces. Each Player then takes the piece so numbered and places it into the puzzle frame on the corresponding numbered spot indicated by the diagram inside the puzzle frame.

The Caller lays the called number discs in their proper places on the Check Chart so that the

'play' may be checked at any time during the progress of the game.

Sixth: Whenever the Caller picks a disc numbered in RED, each Player who happens to have that particular number among his pieces is entitled to a Credit besides the number called. In each such instance the Dealer gives to each such Player a Credit Square good for one extra Puzzle Piece, as explained later.

If the disc called should be No. 29, for example, this being one of the Red numbers, then all Players who have that number on their puzzles play that numbered piece and, besides, get a Credit Square, entitling them to an additional piece.

The Credit Squares may be cashed in by the individual player at any time during the progress of the game.

For instance: If the Player has accumulated say four Credit Squares, he may cash them in for any four of his puzzle pieces. If a Player is nearing the completion of his Puzzle, holding three Credit Squares, and having only three more pieces to go to completion, he can by quickly cashing in these Credit Squares for three pieces, complete his puzzle and win, while his opponents, who may not have sufficient Credit Squares, are waiting for the required numbers to be called.

Seventh: The first Player to complete his puzzle, shouts: EUREKO! and is declared winner of the game.



— MR. GRAPHICUT

and here's another exciting method to complete the picture . . .

here's how to play:

"picture" EUREKO!

First: Select a Dealer who assigns to each Player a set consisting of a Puzzle Frame and a Box of 36 Jig Saw Puzzle Pieces in corresponding colors.

Second: The Dealer takes a single 'dice'—the one marked with numbers—puts it into the Dice Shaker and has each Player make a throw to decide who starts the Game, who plays second, and so on.

Third: Player number ONE then throws the number 'dice' from the Shaker, and the number appearing on the 'dice' throw decides the number of Jig Saw Puzzle pieces he is entitled to select from his box, which he uses to begin putting his picture puzzle together.

If the 'dice' shows either minus side, (−1) or (−2), then the player forfeits either one or two pieces as indicated by the dice. However, if the "loser" has no puzzle pieces to forfeit at the time, he merely passes.

Fourth: The Player then passes the shaker and 'dice' to Player number TWO seated at his left

who proceeds likewise, and so on clockwise around the circle.

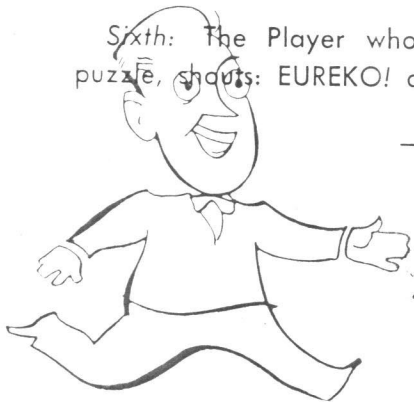
Fifth: As each Player throws the 'dice' and selects his Jig Saw Pieces from his box, he places them into position in the puzzle frame by matching pieces with the diagram on the inside of the puzzle frame, while the other Players are throwing the 'dice' and selecting pieces, until the shaker comes around to him again.

When it is again his turn to throw the 'dice', he must stop working his puzzle long enough to make his throw and select his additional piece or pieces.

In order to increase the difficulty of putting the puzzle together, for those who like to play games the "hard way", the diagram flap attached to the Puzzle Frame may be turned back flat with the puzzle frame so that the Player can work his puzzle without the use of the diagram.

Sixth: The Player who first completes his puzzle, shouts: EUREKO! and is the winner.

— MR. GRAPHICUT



**finally, for the great army of
'hermits' who want to be alone . . .
here's how to play:**

"solitaire" EUREKO!

One of the most common and popular of all diversions for the individual player is the game universally known as Solitaire, in which the Player alone competes with "Lady Chance".

An individual Player may enjoy the 4 Jig Saw Puzzles as a straight puzzle pastime, completing one puzzle after another (since they are all different) and timing himself to measure his speed.

He may play with the numbers and diagrams showing in the puzzle frames, or he may turn back the diagram flaps attached to the puzzle frames and work the puzzles "blindly" to give himself an added handicap.

Or, he may lay several or all of the puzzles with their corresponding pieces before him, and, either with the dice or with the Discs, compete with himself, playing in much the same way as though he were playing with others.

— MR. GRAPHICUT