

□ RULES FOR PLAYING THE GAME of □

JURY BOX

TRADE-MARK
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SERIES #4

Note particularly that all characters and names in JURY BOX are fictitious and are not intended to portray anyone, either living or dead.

EQUIPMENT

There are six large envelopes in the box, each of which contains all material necessary for the solution of one particular case, namely:—a complete story giving all details of the discovery of the crime, photographs taken at the scene, and the correct solution sealed in a small envelope marked "Correct Verdict". In addition there is a pad of blank Jury ballots.

THE OBJECT OF THE GAME

Each player is to decide for himself upon the evidence submitted whether the person accused of the crime is guilty or not, or in case of a civil suit whether the plaintiff or defendant should be awarded the verdict. He will arrive at his decision by carefully listening to the story of the crime and studying the pictures, which give all necessary information for the correct solution.

Note—Because the prisoner at the bar is accused of the crime he is not necessarily guilty. The burden of proof is on the state. **A Verdict of Guilty is not correct in all cases.**

TO START THE GAME

One of the players, usually the host or hostess, is appointed District Attorney. This player, so appointed, takes from one of the envelopes the **Printed Story**, the **Photographs**, and the **Sealed Solution**. He then lays the pictures on the table, or passes them to the players for examination, and **puts the envelope containing the correct verdict at one side**. Next he reads, slowly and distinctly, the story of the crime from the folder which he has found enclosed in the envelope. **No interruptions** should occur from the players **until the story is read in full**. After this, the District Attorney may be requested to read any portions of the story which may not be clearly understood by one or more of the players. The District Attorney should freely repeat, or reread, any portion of the story requested by any one of the players. **No player, or juror, may consult another for the purpose of giving or receiving help during the game.** Any players violating this rule shall suffer a loss of 50 points to be deducted from their score.

TIME LIMIT

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TIME LIMIT

Actual legal procedure requires a jury to meditate until it comes to a unanimous conclusion, or a deadlock, but for the purposes of this game, a time limit of not less than 15 minutes, nor more than 20 seems desirable, and it is suggested that one of these limits be set for the consideration of each case before the game is started.

THE VERDICT

At the end of the determined time each juror, or player, shall be handed a blank ballot by the District Attorney, and shall write his verdict, and his reason, or reasons, for reaching it, on the ballot slip, sign his name, and return it to the District Attorney, who thereupon opens the envelope containing the "Correct Verdict" and reads it out loud.

SCORING

Each player who has given the correct solution (Guilty or Not Guilty) shall be credited with 50 points, and each player who has given the accurate reason, or reasons, for reaching this verdict, as recorded in the sealed envelope, shall be given an additional 50 points, or a total of 100 points for each case.

THE WINNER OF THE GAME

The player who has scored the most points, after the six cases have been considered, is the winner of the game.

(Note) Should the player appointed District Attorney be unfamiliar with the solution and wish to play, he may do so. In this event he should retain his office for only one case, and a second player should be appointed in his place for the reading of the story in the second envelope, etc. On the other hand, if the District Attorney has previously become familiar with the solutions, he should retain office throughout the game.

IT IS THE INTENTION OF THE PUBLISHERS OF THIS GAME TO PRODUCE FURTHER SERIES OF THE JURY BOX. THESE WILL SOON BE ON THE MARKET AT YOUR DEALERS, OR POSTPAID FROM OUR FACTORY IN SALEM, UPON RECEIPT OF ONE DOLLAR.

May we ask that you do not divulge the solutions to others who have not played this game and thereby deprive them of the pleasure of solving these problems for themselves?