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The VICTORY Game

“THUMBS UP”

TRADE MARK

One Part Skill — One Part Chance — Well Mixed

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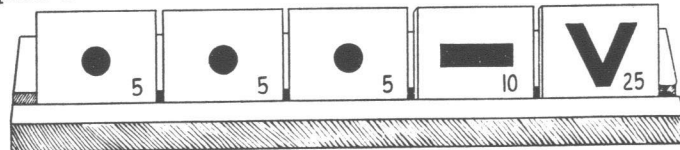
SALEM, MASS.

NEW YORK

CHICAGO

The Idea of the Game

Each player tries to secure, by drawing and discarding, five blocks, all of one color, which indicate the symbol of Victory, namely, three Dots and one Dash, plus a V.



Equipment

In each game there are fifty blocks divided into ten blocks each on which are printed symbols of the same color. In each set are **five Dots, two Dashes, two V's** and **one block** on which is printed **the hand and torch of Liberty** which may be used in place of any one of the other symbols.

There are sufficient racks for holding the blocks so that two to four people may play with one game and as many as eight can play if two games are combined. There are also chips of three different colors for the purpose of keeping score.

Preparation

First shuffle all the blocks **face down** in the center of the table. Then divide all the chips equally among the players. Each chip usually represents five points but if many are playing, it is well to have different values for the different colors, such as 5, 10, 25. Next give each player one rack and have each player draw **five blocks** at random from the center of the table and place them **face toward** him in his rack.

The Play

The first player may be selected by any method agreed upon. He now draws one block from the center of the table, examines it to see if it will go with other blocks of the same color to help him secure the winning hand (3 Dots, 1 Dash, 1 V of the same color). **If he decides to keep this block** he takes a block he does not wish to keep from his rack and inserts the newly drawn block in place of it, **discarding the block he does not wish** to the center of the table **face up**. **If he does not wish the block** he has just drawn he retains those blocks he has and **discards the block he has just drawn** face up in the center of the table.

The next player to his left now has his **choice of several blocks** — any block **face down** on the table or the block which the preceding player has just discarded **face up**. He proceeds in the same way as the first player and places the block which he discards **on top of the one which the first player discarded**. This allows the third player several choices. He **cannot** take the block the first player discarded as this is covered but he may take the block **the second player has discarded** or he may take one which he selects **from the center of the table**. The play goes on in this way, each player discarding his blocks **on top of the pile** so that the following player only has a choice of one discard or one of the face down blocks in the center of the table until some player is successful in drawing the winning hand described above. (See “SPECIAL NOTE”.)

Scoring

The Dot Blocks have a value of **five points** each, the Dash Blocks a value of **ten points each** and the V Blocks a value of **twenty-five points** each. Each player must now pay the winner of the hand these values in chips for each block which he has left which is of a color **different from that to which he, himself, was drawing**. For instance, if a player who was attempting to obtain blue printed blocks has a blue Dot, a blue Dash, a green Dot, a red Dash and a black V, he would not have to pay anything for the blue Dot and Dash but he would have to pay to the Winner of the hand five points for the Green Dot which he held; ten points for the red Dash and twenty-five points for the black V.

It will be assumed in scoring that a player is trying to get the color of which he has the most blocks in his hand but should a player have an equal number of blocks of two colors, he may state **either color** as the one which he was trying to obtain and pay the Winner of the hand for blocks of **any other color** which he holds at the end of the hand.

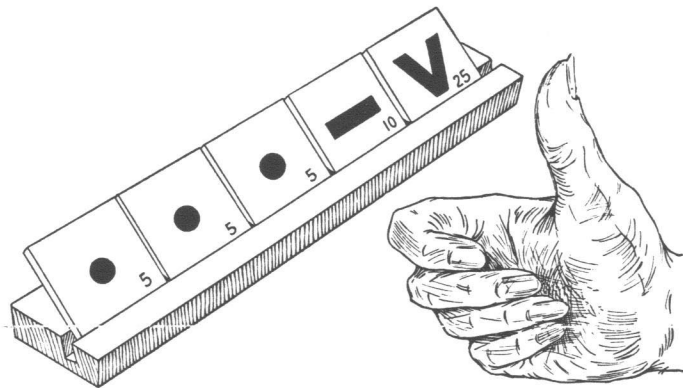
Special Liberty Symbols

As noted under Equipment above, there is in each set of colored blocks a symbol of Liberty, hand holding a torch. This symbol of **a player's own color** may be used by him to fill his hand in place of any other symbol. For instance, the Liberty symbol may replace a Dot in which event his winning hand, would consist of a Liberty block, two Dots, a Dash and a V or it may replace a Dash leaving the hand with three Dots, a Liberty symbol and a V or it may replace a V leaving the hand with three Dots, a Dash and a Liberty symbol. This is a great aid to a player in making up the winning hand, but the Liberty symbol has the disadvantage that **any Liberty symbol, regardless of color**, whether the one the player is trying to obtain or some other color left in that player's possession, if he does not win the hand, counts twenty-five points **AGAINST** him.

The Winner of the Game

The usual game consists of five hands and the winner is the one who has the most scoring chips at the end of the five hands. However, the game may be played indefinitely with regard to hands and the winner of the game is the one who has the most chips when the game is over.

SPECIAL NOTE: The instant a player completes a winning hand, he notifies the other players by indicating "Thumbs Up!" like this:



This winning gesture is made **SILENTLY** and is held until all the other players become aware of it, by stopping play at once, — **the last player to notice** it must pay 2 chips to the winner in addition to all other payments.

(Sometimes players become so interested in trying to form a winning hand for themselves, that they do not notice the **VICTORY SIGNAL** made by another player in the game — and later, suddenly awakened to its presence, to the great amusement of the others around the table.)

Questions on *Thumbs Up, THE VICTORY GAME*, will be gladly answered if three-cent stamp is enclosed. Address **PARKER BROTHERS, INC., SALEM, MASS.**