

## DIRECTIONS FOR PLAYING THE "V for VICTORY" GAME

### INTRODUCTION

All over the world people are chalking up "V" for Victory, "V" for Victory, on sidewalks, walls, railroad cars, everywhere. You hear it tapped out — 3 dots and a dash, 3 dots and a dash everywhere. It is the symbol of hope for the Democracies and of despair for its enemies. But Victory is not easily won. It is a mad race against relentless Time. So in this little game, the puzzle is not easy to solve and you, too, must race against Time as the sand in the glass falls.

### RULES

1. One to Five players may play.
2. The entire contents of the box are taken out including the platform and the empty box is placed in the center of the table.
3. Stand the glass up on the table.
4. Give each player one of the cards on which the "V" is jigsawed.
5. Now each player picks up his card and breaks all the jig saw pieces out into the empty box in the center of the table. Don't forget the 3 dots and the dash.
6. After all the players have placed their pieces in the box, put the cover on the box and shake vigorously so that all the pieces are thoroughly mixed.
7. Now each player puts his card flat down on the table directly in front of himself.
8. The solution card (the one not jigsawed) is now passed around and each player may study it for not longer than one turn of the glass. The solution sheet is then put aside face down - - - and no peeking is allowed!
9. One player now takes the cover off the box and picks up a handful of pieces and deals them out to all of the players including himself, one at a time, as they come, until each player has 5 pieces. Any pieces left over are returned to the box.
10. After the dealer has dealt the last piece he turns the glass over and all the players attempt to fit the 5 pieces into their puzzle. As soon as the sand in the glass runs out the person to the left of the dealer turns the glass over and at the same time picks one piece from the box. He has, until the glass runs out the privilege of doing one of the following:
  1. Keeping the piece and returning none.
  2. Keeping the piece and returning any one other piece.
  3. Returning the piece.Once the glass has run out he can no longer return any pieces.
11. The moment the sand in the glass runs out the next player to the left of the dealer turns the glass and selects his piece. So each player as his turn comes turns over the glass, selects a piece, studies it, keeps it, or discard it or any ONE other piece.
12. While the play is going on all players may study and adjust their pieces but may not select or return an pieces until their turn comes. The play continues until one player completes his "V" and the 3 dots and the dash. However,—and here is the catch—the winning player must not only complete the "V" and the 3 dots and the dash, but, he must not have any pieces left over. Any extra pieces must be returned to the box one by one as each turn of that player comes around. So remember—your discards are just as important as your selections. Remember too, that there are no two pieces alike so if you have any duplicates discard them!

Now if you think this is too easy try this one! Instead of playing the pieces right side up so that they form the picture just try playing with the other side up so that you form the "V" without the assistance of the picture. Now the glass doesn't run so slow!