

*in playing*

# VICTORY RUMMY

Use these SCORING SYMBOLS:

- VICTORY in RED ..... R
- VICTORY in WHITE ..... W
- VICTORY in BLUE ..... B
- CAPTURE of AXIS cards ..... C
- GRAND VICTORY ..... G
- BONUS for GRAND VICTORY in  
consecutive order, Red, White and Blue ..... X
- Points for opponents' AXIS cards ..... A

Score is entered after every VICTORY or CAPTURE.

Score is tallied after every GRAND VICTORY.

See SAMPLE SCORE on next page →

## VICTORY (...-V) RUMMY

OFFICIAL SCORE PAD

PLAYER "A"		PLAYER "B"		PLAYER "C"		PLAYER "D"	
SCORE	SYM- BOL	SCORE	SYM- BOL	SCORE	SYM- BOL	SCORE	SYM- BOL
10	B	10	R	10	B	10	R
10	W	10	W	10	W	10	R
10	A	30	A	10	B	10	A
		50	C	10	W	10	B
		10	W	20	A		
		10	B	50	C		
		25	G				
		50	X				
30		195		110		40	
10	B	10	W	10	R	10	B
10	R			10	W		
20	A			20	A		

VICTORY GAME CO.

NEW YORK CITY

# RULES

*for playing  
the game of*

# VICTORY RUMMY

The game of VICTORY RUMMY is played with a pack of 63 cards made up of dots, dashes and (V) cards in red, in white and in blue; and 9 AXIS cards.

### NUMBER OF PLAYERS

The game of VICTORY RUMMY can be played by from two to four players.

### OBJECTIVE OF PLAY

Each player seeks to obtain sequences of five cards consisting of three dots, a dash and a V, all in one color, either red, or white, or blue; or five AXIS cards.

500 points win the game. The scoring value of these sequences is explained below.

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# VICTORY

# RUMMY

A F... ING NEW CARD GAME

AXIS



AXIS

AXIS



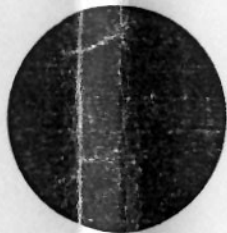
AXIS

AXIS



AXIS

• DOT



• DOT

- DASH



- DASH

V



V

# HOW TO PLAY VICTORY RUMMY (•••—V)

The dealer deals to the left. He gives each player ten cards, one at a time. The rest of the pack is placed face down in the center of the table. The top card is placed face up alongside the pack to form a discard pile.

The play starts with the player to the left of the dealer. He picks the top card from the pack and adds it to the cards in his hand. He then discards one card placing it face upward on top of the discard pile.

(Note: A player may pick the top open card on the discard pile instead of the top card of the pack, if he uses that card at once to score a VICTORY or a CAPTURE. See below.)

## WINNING A VICTORY OR A CAPTURE

Play continues in the manner described above. Each player in turn picks and discards until one player scores a VICTORY or a CAPTURE.

A VICTORY consists of 5 cards comprising three dots, a dash and a V (•••—V) all in one color, either red, or white, or blue.

A CAPTURE consists of any 5 AXIS cards.

When a player obtains a VICTORY or a CAPTURE he places the five cards involved face up on the table and is credited as follows:

10 points for a VICTORY  
50 points for a CAPTURE

Play then resumes with the hands still held until one player scores all his cards, at which time the cards are reshuffled and dealt again, ten to each player. The player to the left of the previous dealer becomes the new dealer. (Note: Players' hands must consist at all times of either 5 or 10 cards.)

The player in any deal who scores all his cards receives, in addition to points for a VICTORY or a CAPTURE, 10 points for each AXIS card remaining in the hands of the other players.

Scores are credited on the Score Pad after each VICTORY or CAPTURE.

A player who has scored a VICTORY in any color can declare a VICTORY in the same color again. He receives ten points for this VICTORY but is still obliged to declare the remaining color or colors, one at a time, toward winning a GRAND VICTORY, described below.

## WINNING A GRAND VICTORY

A GRAND VICTORY is won when a player has scored at least one VICTORY in each of the three colors. He receives an additional 25 points for the GRAND VICTORY.

A GRAND VICTORY may be won in any order, i.e., red, white and blue; blue, white and red; red, blue, blue and white; red, blue and white; white, red, white and blue; etc., etc.

However, if a player scores a GRAND VICTORY by winning a RED VICTORY, a WHITE VICTORY, and a BLUE VICTORY in consecutive order, he receives a bonus of 50 points in his score. These points are in addition to all other points already credited to him.

After every GRAND VICTORY all players must begin again to gain a GRAND VICTORY by obtaining VICTORIES in red and white and blue, regardless of VICTORIES already obtained.

## WINNING THE GAME

Game is won by player who first scores 500 points. Score points as follows:

A VICTORY counts 10 points.

A GRAND VICTORY counts 25 points (in addition to the 10 points scored for the final VICTORY, and, of course, the 10 points for each of the other VICTORIES).

A GRAND VICTORY scored in the consecutive order of first RED, then WHITE, and finally BLUE VICTORIES gives an extra bonus of 50 points. (In addition to the regular VICTORY and GRAND VICTORY points).

A CAPTURE counts 50 points.

The player in any deal who first scores all his cards receives a bonus of 10 points for each AXIS card remaining in the hands of all the other players.

If at any time, there are no cards remaining in the center pack, the cards in the discard pile are reshuffled and placed on the table as in the original deal. The players retain the cards in their hands.

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VICTORY GAME CO.

NEW YORK CITY

# VICTORY (•••—V) RUMMY

## OFFICIAL SCORE PAD

SCORE	SYM. BOL.	SCORE	SYM. BOL.	SCORE	SYM. BOL.	SCORE	SYM. BOL.
10	W	10	B				
10	R	10	W				
40	GR	10	B				
10	R	50	GR				
10	B	10	W				
10	R	10	B				
10	W	10	W				
10	B	50	GR				
10	R	10	B				
10	W	10	W				
10	B	10	B				
10	R	10	W				
10	W	10	B				
10	B	10	W				
10	R	10	B				
10	W	10	W				
10	B	10	B				
10	R	10	W				
10	W	10	B				
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10	R	10	B				
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