

CONCENTRATION®

PLAYING THE GAME:

1. The game is played by two players or two teams. When three or five play, one player is Master of Ceremonies just like the television game show.

2. The player who has rack Number 1 has first turn.

3. He pulls out the numbered slides only from any two panels of **his choice** on the "CONCENTRATION" Board. This will show two prize cards.

4. If the two prizes **Do Not Match**, they are covered up again by replacing the slides, and his turn ends. . . At all times players should **CONCENTRATE** on what prizes are uncovered and remember where they are located on the board.

5. Player Number 2 now takes the slides from two panels.

6. When a player uncovers **TWO MATCHING** prizes, he leaves the number slides off the board and takes the two prize cards out and places them in one of the slots in his rack.

7. When the cards are removed a portion of the puzzle appears under the window. The player who uncovered the prizes, and only he, may make one guess at the solution of the puzzle. . . or he may pass if he chooses. Usually players pass until a good portion of the puzzle is showing.

8. If he makes a guess, the Master of Ceremonies, secretly opens the slide and looks at the solution. If there is no Master of Ceremonies, the slide is opened **ONLY** enough to see the **FIRST LETTER OR TWO OF THE SOLUTION**. This is so as not to spoil the game by letting the players see the answer ahead of time. For Example: A player guesses "Abraham Lincoln", the first letter showing under the solution slide is a "C". He has guessed wrong. Close the slide and continue playing.

9. If he passes or guesses wrong (Either way) **HIS TURN CONTINUES** and he may remove two or more slides, and try again if the prize cards under them match. . . A player's turn **ENDS** only after he uncovers two prizes that **DO NOT MATCH**. . . with this exception. . .

This game is played just like the "CONCENTRATION" game made popular on television. Each player tries to uncover matching pairs of valuable prize or gift cards, which are removed from the "CONCENTRATION" Board and put on his rack. As the cards are taken away, parts of a hidden "Rebus" or Word Puzzle appear. There is a roll containing a variety of puzzles in the Rolomatic Puzzle Changer.

THE OBJECT OF THE GAME is to be the player, or team, to solve the puzzle and win the prizes in their rack.

One of the big features of this game is the surprise that all the players get as they try to locate the prize cards in matching pairs. Therefore, so that no one knows what the numbered slides cover, set up the game as follows:

1. Look at the picture of the Rolomatic Puzzle Changer on this box cover. It shows the slides in place, each with a prize card behind it.

2. Before you turn to a new "Rebus" or word puzzle these slides must be in place and the solution slide closed.

3. Carefully break apart the numbered slides and prize cards. The prizes are shuffled and placed face down on the table. The numbered slides are left face up.

4. Turn slide Number 1 **FACE DOWN** on table, place a prize card **FACE DOWN** upon it with the hole at the top. Holding them together, slide them into the upper left panel in the plastic Window, with the Number 1 showing. . . The hole in the card will snap over the little nub at the top of the panel. . . Try one to see how it works!

5. Do the same with Slide Number 2 and place it in the next panel. . . Continue until the 30 numbered slides and prize cards cover the whole window. . . Now you are ready to. . .

6. Turn the knob toward the top of the Puzzle Changer Box until a new number appears in the hole in the left side of the frame above the closed solution slide.

7. Put the two gift racks together and stand one near each player or team.

A Game for 2, 3, 4, or 5 players

10. **"Wild Cards:** When one of the two cards uncovered is a "Wild" Card, play as if it **MATCHES** the other card. If a player uncovers a "Wild" Card and a Prize Card, he would call it a matching pair and put them in his rack, make a guess, etc. The "Wild" Card is also used the same way when paired with a "Forfeit" or "Take" Card. If a player uncovers 2 "Wild" Cards, he must pull out 2 more Slides and remove all 4 Cards. The Cards are used as above. He makes one guess, etc. and his turn continues as any other matching pair.

11. **"Take One Gift" Cards:** When a player uncovers a pair of "Take One Gift" Cards, he may **TAKE** any prize he chooses from his opponent's rack, (if there's a prize there) and place it in his rack. The Two "Take" Cards are laid aside, the player makes a guess etc., and his turn continues as any other matching pair.

12. **"Forfeit One Gift" Cards:** When a player uncovers a pair of "Forfeit One Gift" Cards, he must choose and give a prize from his rack (if he has one there) to his opponent, who puts it in his rack. The two "Forfeit" Cards are laid aside, the player makes a guess etc., and his turn continues as any other matching pair.

WINNING THE GAME: When a player makes a guess, which is the **CORRECT SOLUTION**, he wins a game and is given the value in "Dollars" for all the Prizes on his rack. If he has none there, he receives \$500.00. The loser receives nothing for the prizes in his rack. Shuffle all the Prize Cards, replace them again with the numbered slides, turn to next word puzzle, and start new game. After playing 3 games the player with the most money is **THE WINNER**.

NOTE: Because of the "Wild" Cards, the last two prize cards on the board often will not match. If the Puzzle is not solved when this happens, the player who uncovered the last **matching pair** may remove the unmatched cards and make one guess. If he guesses incorrectly the other player may make one guess. The first to guess correctly **WINS**. If both give the incorrect answer, the game ends in a draw. The prizes are removed from their racks and a new game is started.