

Directions for Playing THE CRYSTAL GAZER FORTUNE TELLING GAME

Combining YOUR FORTUNE and a PLAYING GAME as well. The most unique and interesting FORTUNE TELLING GAME ever devised, for from 2 to 6 players.

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EXPLANATION: The game consists of the CRYSTAL GAZER'S CRYSTAL to which is attached a revolving spinning wheel showing, when turned, a series of six distinct colors,—RED, BLUE, YELLOW, GREEN, CORAL AND WHITE, also a pack consisting of 24 Fortune Telling Cards.

These cards ARE DIVIDED INTO SIX SETS of FOUR CARDS each and duplicate of the previously described six colors, as follows:

- 4 RED CARDS which tell your PAST
- 4 WHITE CARDS which tell your PRESENT
- 4 GREEN CARDS which tell your FUTURE
- 4 BLUE CARDS which tell your LOVE MATTERS
- 4 YELLOW CARDS which give you GENERAL ADVICE
- 4 CORAL CARDS which warn you of DANGER

On the BACK OR TYPE SIDE OF EACH CARD are 24 lines of reading matter. Before each line is a number, and the cards are so arranged that when the FOUR CARDS OF ANY ONE COLOR are placed IN A ROW SIDE BY SIDE they will form 24 continuous lines running across them, BUT ONE LINE ONLY WHERE THE NUMBERS 1, 2, 3 AND 4 will run IN CONSECUTIVE



ONE PLAYER is then chosen as CRYSTAL GAZER who OPERATES THE BOARD for the game. The WINNER of the PREVIOUS GAME played then becomes operator or "CRYSTAL GAZER" for the NEXT GAME. The CRYSTAL GAZER SHOULD PLAY AS WELL AS OPERATE the board.

TO BEGIN THE GAME the CRYSTAL GAZER twirls the spinner once for his own play, then for the player

ORDER from the left across all four cards.

The game is also supplied with 6 each of six colors of Checks or Counters. These checks are in color duplicate of the cards and crystal spinner and are used as a reference key of each player's score.

THE IDEA OF THE GAME is for any one of the players to have READ HIS COMPLETE FORTUNE from the SIX SETS of COLORED CARDS.

TO PLAY THE GAME: Separate the cards and checks into SETS OF THE SAME COLORS; that is, the 4 yellow cards, the 6 yellow checks, etc. Each set of cards is then CAREFULLY SHUFFLED and placed, TYPE SIDE DOWN, in a row on the table with the 6 checks in a DUPLICATE COLOR directly above them thus:—

at his left and so on until the game has been completed. Should the spinner show Yellow, the player for whom that spin is made TAKES THE YELLOW CARDS and ONE OF THE YELLOW CHECKS. THE CARDS are then TURNED TYPE SIDE UP, ONE AT A TIME, as they come in order and placed in a CLOSE ROW top card first, second card to its right, etc. thus:—

1	2	3	4
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Among the 24 lines he will find one (AND ONLY ONE) reading 1, 2, 3, AND 4 CONSECUTIVELY ACROSS, which he READS ALOUD and which is his line for that title "GENERAL ADVICE" as applying to the YELLOW CARDS. The yellow check HE KEEPS in his FUTURE RECORD that his fortune under yellow "GENERAL ADVICE" has been completed and cannot again be played BY HIM during that game.

The four title cards just drawn and read are AGAIN THEN THOROUGHLY SHUFFLED by the reader and PLACED BACK in their original position on the table, TYPE SIDE DOWN ready for any player whose fortune, as shown by the spinner will entitle him to draw this yellow pack again. This rule is continued throughout the game and, of course, APPLIES TO ALL COLORS.

In case the spin should AGAIN SHOW YELLOW, or ANY OTHER COLOR for which he ALREADY HOLDS

a DUPLICATE CHECK, he LOSES THAT TURN and the NEXT SPIN is for the player AT HIS LEFT.

Should the spinner show Blue or any other color, the player for whom that spin is made proceeds as in the description of the Yellow play.

The game continues until ONE PLAYER'S FORTUNE HAS BEEN COMPLETED; that is, has won a spin of ALL SIX COLORS, has read his fortune line on ALL SIX COLORS of cards and has ONE EACH of the SIX COLORS of CHECKS to his credit. This player WINS THE GAME.

In case the arrow STOPS ON A LINE between two colors on the Crystal, the player acting as CRYSTAL GAZER spins again whose judgment shall ALWAYS RULE in every game. Each set of cards is capable of TWENTY-FOUR COMBINATIONS through the ALTERING of their ARRANGEMENT in SHUFFLING.