

RULES FOR REWARD!

In this box is the story of a crime—the murder of a woman named Gloria Don. The story begins with the discovery of the body and ends with the question: “Who was the slayer?”

Each player must act as Chief of the Homicide Squad, and as each new fact is unearthed, he must choose the next step to take in his investigation. In doing so, he may win money from his co-investigators—or he may lose to them. Heavily.

The rules for REWARD are very simple. You will find them numbered from one to twelve (1 to 12) below. But before you start to play, please make every player understand that he *must* read each new development in the story carefully. Otherwise it will cost him money—either the stage money that comes with this game, or actual money for those gamblers who can't leave well enough alone.

How to Play

- 1—From two to ten persons may play.*
- 2—The object of the game is to collect as much money as possible for good sleuthing.
- 3—In this box you will find paper money. Distribute it evenly among the players. Then tax each player 20% of his share—the tax thus accumulated being put aside into a fund called the Reward Fund.**
- 4—Give each player one sheet from the pad marked 1. This tells the background of the crime. *Read This Carefully*—to yourself or have it read aloud.
- 5—After this is done, turn the sheet over. On the reverse side each player will find listed ten possible courses of action which he, as investigator, may now take.
- 6—After carefully considering all given facts, each player checks — *without consulting any other player*—the two courses of action which he or she feels should now be taken.
- 7—After all players have decided on the two most logical steps (and there are plenty of penalties for delaying the investigation), refer to the sheet of answers—the blue sheet at the back of each pad.
- 8—These answers give the Rewards or Penalties attached to the courses of action each player has chosen.

IF BOTH THE ANSWERS ARE GOOD
ONES, THE PLAYER WILL COLLECT

* If there are more than ten people playing, several players can double up on each sheet.

** If the Reward Fund runs out of money, tax each player \$100 to fill it again. Do this as often as necessary.

TWO REWARDS FROM THE REWARD FUND.

IF BOTH ARE BAD, HE WILL HAVE TO PAY TWO PENALTIES INTO THE REWARD FUND.

IF ONE IS GOOD AND THE OTHER BAD, HE MAY BREAK EVEN, OR WIN OR LOSE A LITTLE.

- 9—After all players, in rotation, have paid money into the Reward Fund, or taken out money, distribute the sheets from pad 2. These give later developments in the crime—and a new set of ten questions. Proceed exactly in the same way with this pad, and with all subsequent pads, until all nine have been read and answered—with appropriate Rewards and Penalties.
- 10—At this point, each player will be presented with final evidence and must answer the last question of all:

“WHO KILLED GLORIA DON?”
- 11—At the end of the game, any money left in the Reward Fund must be evenly distributed among the players.
- 12—The players who have more money than they started with are winners. The players who have less money than they started with are losers. Obviously, the person with most money at the end is entitled to claim any one prize that was put up at the beginning.

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