

the board and take the two prize cards out and place them in one of the slots in your rack.

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

8. If you make 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". You have guessed wrong. Close the slide and continue playing.

9. If you pass or guess wrong (either way) **YOUR TURN CONTINUES** and you may remove two or more slides, and try again if the prize cards under them match. A player's turn **ENDS** only after you uncover two prizes that **DO NOT MATCH**...with this exception...

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, you would call it a matching pair and put them in your rack, make a guess, etc. The "Wild" Card is also used in the same way when paired with a "Take" Card. If a player uncovers 2 "Wild" Cards, you must pull out 2 more slides and remove all 4 Cards. The Cards are used as above. You make one guess, etc. and your turn continues as any other matching pair.

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

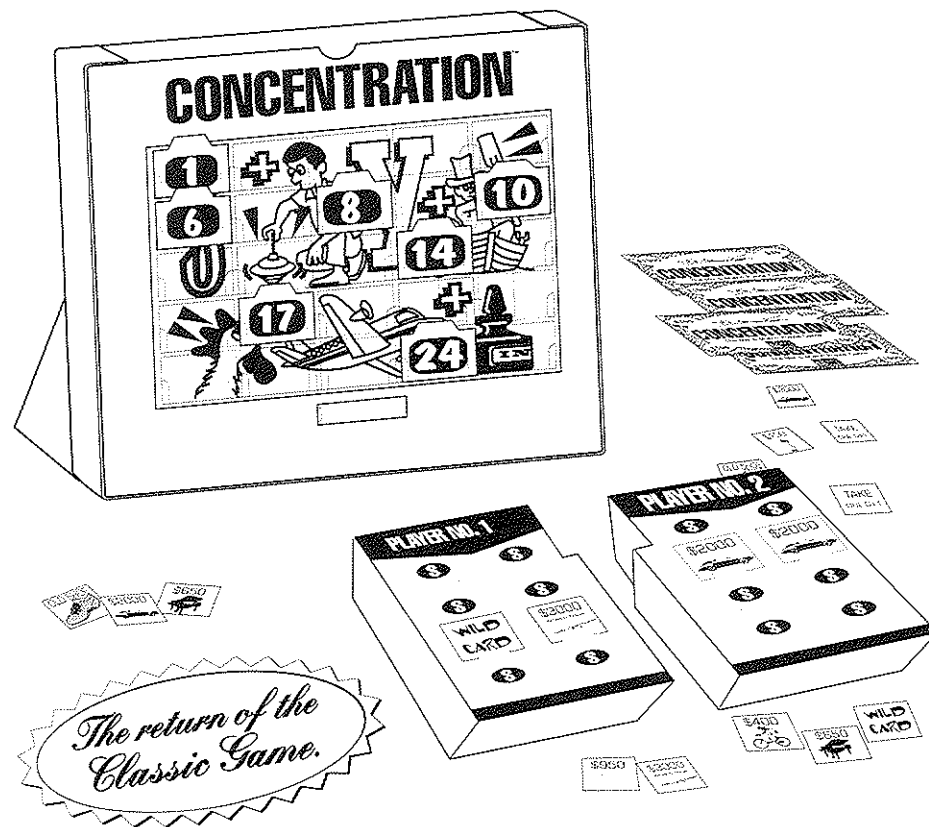
WINNING THE GAME:

When a player makes a guess, which is the **CORRECT SOLUTION**, they win the game and are given the value in "Dollars" for all the prizes in their rack. If the player has no prizes there, they receive \$100.00. The loser receives nothing for the prizes in their rack. Shuffle all the Prize Cards, replace them again with the numbered slides, slide in the next puzzle, and start a new game. After playing 3 games, the player with the most money is THE WINNER.

NOTE: Because of the "Wild" Cards, the last two (and sometimes three) 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.

CONCENTRATION™

40th Anniversary Edition



Game Rules & Assembly

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