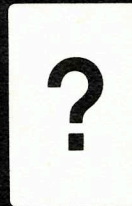


image

...the game of personality profiles. IMAGE can be played by 2 to 6 players. Object of the game is to create card "images" of well-known personages on any of the four sides of the game board, using as many cards as possible. You score by ending an image with a letter card corresponding to the first letter of the "image's" last name.

WHO ARE THEY? The following are images profiling famous personalities. They may be used as a guide in creating other images for the game. Using the letter cards C, D, E, G, H, L, M or S, can you complete each image?



Hint: These famous personalities are depicted on the front cover of the game box and listed on the back page of this folder. As some of the images are rather general, you might find that they could also be the image of another famous personality.

SETUP

Combine card decks and shuffle thoroughly. The combined deck consists of the following types of cards: Letter cards and Profile (non-letter) cards.



Deal five cards *face down* to each player. Then deal ten cards *face up* on the board, placing each in its matching color area (red card on red area, blue on blue, green on green, etc.); these cards are known as "board cards." Remainder of deck is placed face down in area marked "Profile Deck." Choose one player to keep score.

PLAY

During your turn, you may play up to three cards from your hand and as many board cards as you wish. You *must* play at least one card from your hand to any image on which you play board cards. As you create images, you must, at all times, have a well-known personage in mind who fits *all* cards played to the image. It is *not necessary* to play all four categories of profile cards to each image. (Thus, one image may consist of two place cards, one time card and one activity card while another may consist of three activity cards and two status cards.) For more information on the use of cards, see *EXPLANATION OF CARDS*.

You may do one or more of the following during your turn:

- 1. Start an image.** You may start an image on *any* of the four board sides by placing the first card in the space with the dot and succeeding cards on the next open spaces. A player may find it advantageous to start more than one image.
- 2. Extend an existing image.** You may add cards to *any* image on the board regardless of who started it.
- 3. Change an existing image.** You may play a card over one already played to the image to change it. The new card, however, must be of the same cate-

gory (status over status, place over place, etc.). In this way you can prevent other players from completing images or can change an image when the needed letter card has been used for another image.

- 4. End an image.** You may end *any* image of three or more cards if you can play a letter card, either from your hand or from the board, which corresponds to the first letter of the image's last name. (Remember, if playing a letter card from the board, you must first play one card from your hand to that image.) If you are lucky, it may be possible to end more than one image during your turn.

After playing the letter card, call out the name of the image. As you pick up all cards in that image, the scorekeeper records your score (number of points in space in which your letter card was played). Stack cards in front of you with letter card on top so that all may see which letters have been used.

Complete your turn by drawing enough cards from the deck to replenish your hand. Then replenish the board by dealing enough cards from the deck to replace those used, placing each in its matching area of the board.

If you cannot or do not wish to play to any image during your turn, you may place *up to three cards* from your hand on their matching areas of the board and draw cards from the deck to replace them. This constitutes your turn.

CHALLENGES. Any player may be challenged after he has completed his turn. If the challenged player did not end the image, he must name the image he has in mind. When a challenge occurs, any available reference material (dictionaries, encyclopedias, etc.) may be used. If none is available, the opinion of the majority of the players governs.

If the challenge is upheld, the challenged player must place all cards he played on that image during his last turn, face up, in the matching areas of the board and *6 points are deducted* from his score.

If the challenge is not upheld, the challenged player picks up all cards in the image and *scores a full 12 points.*

ENDING THE GAME

When the deck is exhausted, each player is allowed one more turn. Thus, the player who picked up the last card will be the last player. The scorekeeper totals the scores, deducting points for each card remaining in the player's hand as follows:

Profile card 1 point

Letter card 2 points

Player with the highest score wins!

VARIATION

If a player can end an image using both the first and last initial of the image (without using wild cards), he scores double for that image.

EXPLANATION OF CARDS



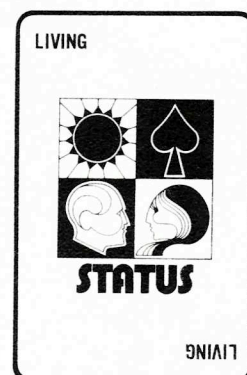
Place cards (orange) refer to the place of image's birth or country with which he is associated. Thus, Schweitzer could be *France, Europe* and/or *Africa* since he was born in France and is best known for his work in Africa.



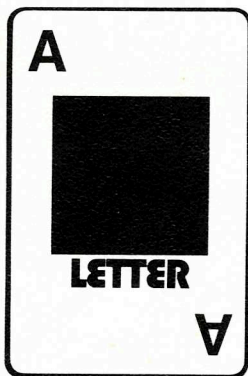
Time cards (brown) refer to period during image's lifespan. Thus, Schweitzer could be *19th* and/or *20th century*. (Remember that 19th century would be 1800-1899, etc.)



Activity cards (blue) refer to field or fields in which the image is best known. Thus, Schweitzer may be *religion, music, medicine*, etc. — all fields in which he is well-known.



Status cards (green) are self-explanatory (*living, dead, fictional, nonfictional*); house rules may determine whether a fictional character may be living. *Fictional* and *nonfictional* refer to the image himself — not his field. Thus, F. Scott Fitzgerald would be *nonfictional* even though he wrote works of fiction. Rip Van Winkle would be *fictional*. Schweitzer would be *nonfictional* and/or *dead*.



Letter cards (red) are used to end images. Letter cards must correspond to the first letter of the "image's" last name.

"WHO ARE THEY?"

Answers:

H — Henry VIII

E — Albert Einstein

D — Charles de Gaulle

C — Cleopatra

M — Mao Tse-tung

NEED MORE SCORE SHEETS? Additional score pads available @ \$.75 each; cards available @ \$2.00 per deck (specify status/activity deck or place/time/letter deck). Send order plus \$.25 for postage and handling to: IMAGE, 3M Company, Box 33350, St. Paul, MN 55133.