

BLACK BOX™

RULES AND SOLITAIRE GAMES

For 1 or 2 Players / Ages 10 to Adult

THE ULTIMATE GAME OF HIDE AND SEEK

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Parker Brothers, P.O. Box 600, Concord, Ontario L4K 1B7 authorized user.

EQUIPMENT

In the box you'll find 5 balls, 48 markers, 1 pattern/ score card and a crayon. Not included, but needed to erase the pattern card, is a tissue or piece of soft cloth.

A STRATEGY GAME

This is a strategy game for either 1 or 2 players. Whether you play alone or against an opponent, the game play is the same. First let's look at the 2-player version; this version presents the basic information that's also needed for solitaire play.

HIDE AND SEEK

This is a game of Hide and Seek. One player hides something; the other player looks for it. The hiding is done on the pattern card; the seeking is done in the box.

Place the pattern card next to the box. You'll see that both are exactly the same design. Both show numbers from 1 to 32 on the outside.

Decide between you who will hide and who will seek.

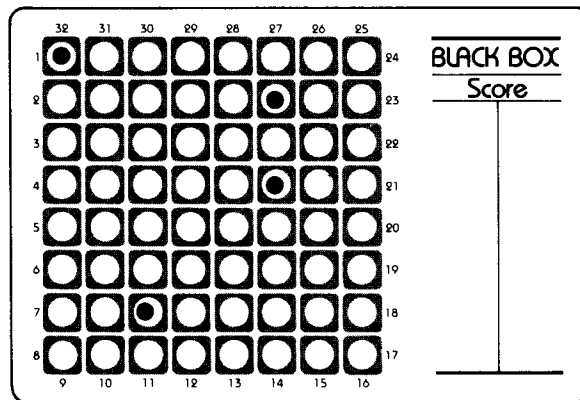
Hider. Without showing your opponent what you're doing, make four marks on the pattern card. You may make these marks in any four of the squares. Figure 1 shows an example.

Seeker. Your task is to find each hidden location inside the box. You try to do this in as few tries as possible.

During a real game you would not see the pattern card until you finished your search. Now, however, take a look at the card. Place it next to the box. Then place a ball into the box to **match** each mark on the card.

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(1) You've just done the hiding. Each mark represents a hidden location inside the box itself.

This is the object of the game: to find each hidden location and mark it with a ball. After you've done this, you and your opponent then change sides: you do the hiding; your opponent does the seeking. The one to find each other's hidden locations in the fewer tries is the winner.

How do you find the hidden locations? This is where the fun and the challenge come in. In seeking the hidden locations, you're like a detective looking for clues. Your tool: imaginary rays.

THE RAYS

By sending rays into the box you — the **seeker** — gain clues about the hidden locations.

To send a ray into the box, simply announce a number from 1 to 32. Once it enters the box, the ray does one of three things:

- it stays inside the box;
- it comes out exactly where it entered; or
- it comes out somewhere else.

Your opponent is able to observe the ray's movement with the pattern card and tells you exactly what happens to the ray.

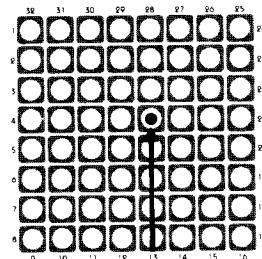
Here's what the rays look like and what kinds of clues they offer.

THE MOVEMENT OF RAYS/ HIT, DETOUR, REFLECTION AND MISS

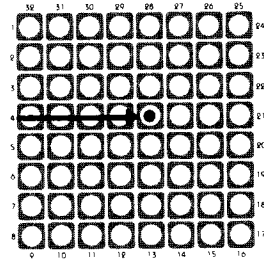
Place a ball into the box to match the hidden location in Figure 2.

HIT: If a ray travels directly into a hidden location, it does not leave the box.

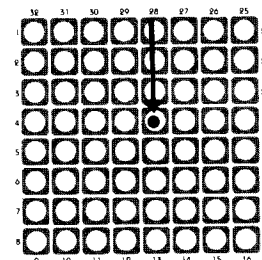
Figures 2, 3, 4 and 5 show one HIT each. Trace each patch in the box with your finger.



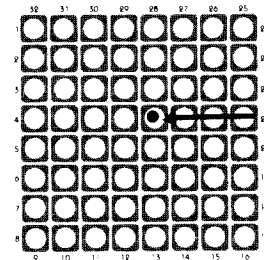
(2) Seeker says 13.
Hider says HIT.



(3) Seeker says 4.
Hider says HIT.



(4) Seeker says 28.
Hider says HIT.



(5) Seeker says 21.
Hider says HIT.

Place a ball into the box to match the hidden location in Figure 13.

b) The ray that tries to enter the box at 14 cannot travel past the **nearest corner** of the hidden location. As a result, it is forced to remain at its starting point. This is a REFLECTION, too.

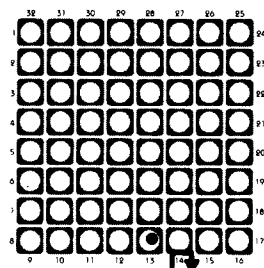
For Figures 14-17 place balls into the box to match each illustration's hidden locations.

Figures 14 and 16 show one REFLECTION each. Figures 15 and 17 show one DETOUR each. Study the differences carefully by tracing each path in the box with your finger.

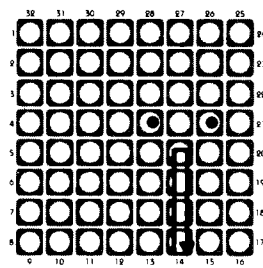
Place a ball into the box to match the hidden location in Figure 18.

MISS: If a ray does not encounter a hidden location, it travels through the box in a straight line.

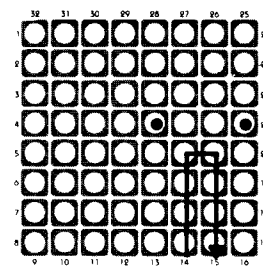
Figures 18, 19, 20 and 21 show one MISS each. Trace each ray's path in the box **with your finger**. While you're doing this, notice that there is one clear path between each ray and the hidden location.



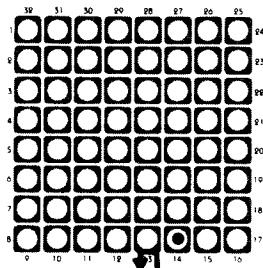
(13) Seeker says 14.
Hider says REFLECTION.



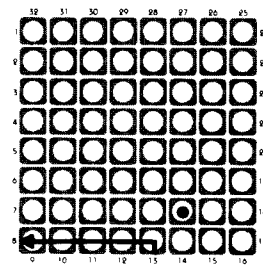
(14) REFLECTION
Seeker says 14.
Hider says REFLECTION.



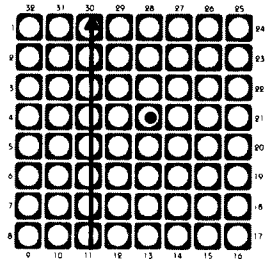
(15) DETOUR
Seeker says 14.
Hider says 15.



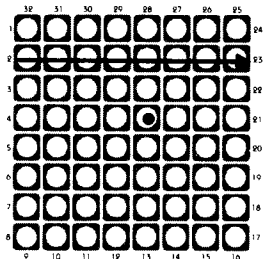
(16) REFLECTION
Seeker says 13.
Hider says REFLECTION.



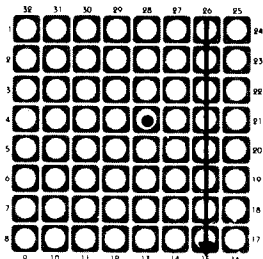
(17) DETOUR
Seeker says 13.
Hider says 8.



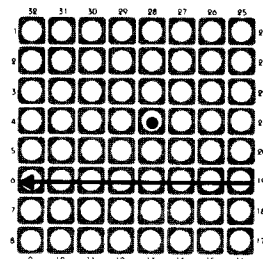
(18) Seeker says 11.
Hider says 30.



(19) Seeker says 2.
Hider says 23.



(20) Seeker says 26.
Hider says 15.



(21) Seeker says 19.
Hider says 6.

MARKING

To keep track of your rays, you — the **seeker** — place ray markers on the box. Take a look at the markers. You'll see that there are three kinds: red markers, yellow markers and orange markers with symbols on them. Notice that the symbols are in pairs. You use the markers in this way:

- A HIT requires a **red marker** at the ray's entrance point.
- A REFLECTION requires a **yellow marker** at the ray's entrance/exit point. (A yellow marker is like a mirror image of a yellow ball — an easy way to remember how to mark a REFLECTON.)
- A DETOUR or MISS each requires **orange markers with matching symbols** at the ray's entrance and exit points.

RAY MOVEMENTS/SPECIAL EFFECTS

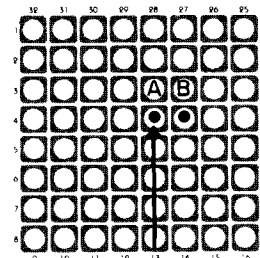
Look at Figure 22. As you can see, it shows a HIT. Why didn't hidden location "B" cause the ray to DETOUR and exit at 5? Because **a ray's basic tendency is to travel in a straight line.**

Compare this effect with that in Figure 23. This ray is forced to DETOUR because hidden location "B" is closer to the ray's entrance point; the ray cannot travel past "B's" nearest corner.

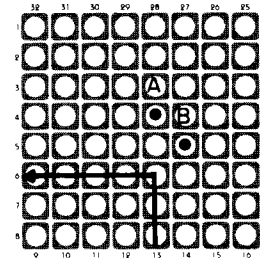
Place balls into the box to match the hidden locations in Figures 22 and 23. Trace each ray's path in the box with your finger.

Now look at Figure 24, which shows a HIT. The HIT takes place because hidden location "B" is directly in line with the ray. Compare this to the REFLECTION in Figure 25. This REFLECTION takes place because "B" is further away from the ray's entrance point.

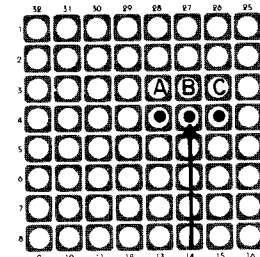
Place balls into the box to match the hidden locations in Figures 24 and 25. Trace each ray's path in the box with your finger.



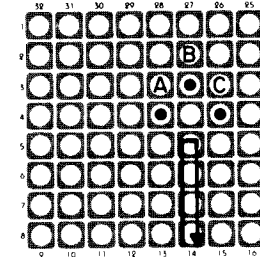
(22) HIT
 Seeker says 13.
 Hider says HIT.
 Seeker places a red marker at 13.



(23) DETOUR
 Seeker says 13.
 Hider says 6.
 Seeker places matching symbols at 13 and 6.



(24) HIT
 Seeker says 14.
 Hider says HIT.
 Seeker places a red marker at 14.



(25) REFLECTION
 Seeker says 14.
 Hider says REFLECTION.
 Seeker places a yellow marker at 14.

RAY MOVEMENTS/MULTIPLE DETOURS

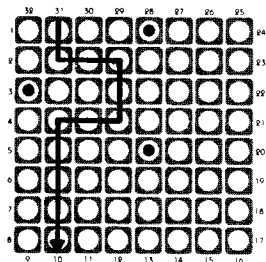
Sometimes a ray encounters a number of hidden locations on its path. When this happens, the results can be misleading. Look at Figures 26, 27, 28 and 29. **Place balls into the box to match each illustration's hidden locations. Trace each ray's path in the box with your finger.**

PLAYING/AN OUTLINE

You're about to play a practice game. Before you do, look over this outline. It should give you a complete understanding of game play.

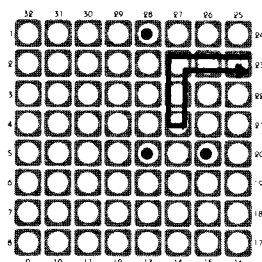
1. You and your opponent decide who will hide and who will seek.
2. The two of you then decide whether to play with 4 hidden locations or with 5. A game with 5 hidden locations is usually more difficult.
3. The hider marks the hidden locations on the pattern board.
4. The seeker then looks for the hidden locations by sending rays into the box:
 - a) By using the pattern card, your opponent — the hider — tells you the result of each ray's travel.
 - b) You place appropriate marker(s) for each ray.
5. When you — the seeker — find a hidden location in the box, mark that point with a ball.

If further clues tell you that you've placed a ball incorrectly, you may move that ball as often as you want.



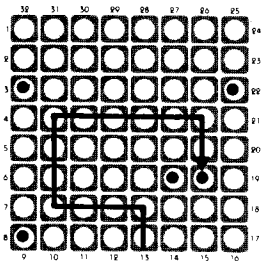
(26) DETOUR

Seeker says 31.
Hider says 10.
Seeker places matching symbols at 31 and 10.



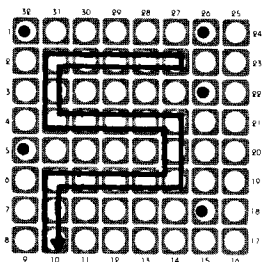
(27) REFLECTION

Seeker says 23.
Hider says REFLECTION.
Seeker places a yellow marker at 23.



(28) HIT

Seeker says 13.
Hider says HIT.
Seeker places a red marker at 13.



(29) REFLECTION

Seeker says 10.
Hider says REFLECTION.
Seeker places a yellow marker at 10.

6. When you think you've found the exact position of each hidden location, announce that you're finished.

7. Compare your final ball placement with your opponent's pattern card.

SCORING

a) Your **base score** is the total number of ray markers that you've used. Each marker — whether red, yellow or orange — counts as 1 point.

b) 5 points are **added** to your score for each incorrectly placed ball.

c) 5 points are **subtracted** from your score for each time that your opponent — the **hider** — gave you incorrect information. Therefore, if you've placed a ball incorrectly, check your ray markers to see whose fault it was. If an incorrect placement was not your fault, you are not penalized; only the **hider** is.

Example: Let's say that the **hider** said HIT when he or she should have said REFLECTION, and thus caused you to place a ball incorrectly. Let's also say that you used 17 ray markers during the game. In this case your final score would be 17 minus 5, or 12.

WINNING

You and your opponent then reverse roles: the **hider** becomes the **seeker** and the **seeker** becomes the **hider**.

The one to find the other's hidden locations with the lower score is the winner.

A PRACTICE GAME

To help confirm what you've learned, it's important that you play this game.

First decide who will hide and who will seek. The **hider** should then pick up this booklet and read the next few lines orally.

Hider: In secret, mark the pattern card as shown in **Figure 1, page 2.**

Seeker: Look for the hidden locations in as few tries as possible.

Hider: You may, if it's necessary, consult the following list. It shows each ray's entrance point, travel result and proper marker(s).

Either Player: For information on basic ray patterns and markers, you may consult the illustrations on the booklet's back cover.

Seeker: To start playing, send a ray into the box from any numbered location.

(If you're playing alone, you play the roles of **hider** and **seeker** at the same time. Therefore, do not look at Figure 1 until you've made your final ball placement. To start playing, send a ray into the box from any numbered location. Consult the middle column to learn each ray's travel result. Consult the right-hand column if you have any questions about ray markers. Instructions for Solitaire Play follow this Practice Game.)

Seeker Says	Hider Responds	Seeker Places
1 _____	Hit _____	A red marker at 1.
2 _____	Reflection _____	A yellow marker at 2.
3 _____	Reflection _____	A yellow marker at 3.
4 _____	Hit _____	A red marker at 4.
5 _____	13 _____	Matching symbols at 5 and 13.
6 _____	Hit _____	A red marker at 6.
7 _____	Hit _____	A red marker at 7.
8 _____	10 _____	Matching symbols at 8 and 10.
9 _____	Hit _____	A red marker at 9.
10 _____	8 _____	Matching symbols at 10 and 8.
11 _____	Hit _____	A red marker at 11.
12 _____	17 _____	Matching symbols at 12 and 17.
13 _____	5 _____	Matching symbols at 13 and 5.
14 _____	Hit _____	A red marker at 14.
15 _____	20 _____	Matching symbols at 15 and 20.
16 _____	25 _____	Matching symbols at 16 and 25.
17 _____	12 _____	Matching symbols at 17 and 12.
18 _____	Hit _____	A red marker at 18.
19 _____	29 _____	Matching symbols at 19 and 29.
20 _____	15 _____	Matching symbols at 20 and 15.
21 _____	Hit _____	A red marker at 21.
22 _____	Reflection _____	A yellow marker at 22.
23 _____	Hit _____	A red marker at 23.
24 _____	26 _____	Matching symbols at 24 and 26.
25 _____	16 _____	Matching symbols at 25 and 16.
26 _____	24 _____	Matching symbols at 26 and 24.
27 _____	Hit _____	A red marker at 27.
28 _____	Hit _____	A red marker at 28.
29 _____	19 _____	Matching symbols at 29 and 19.
30 _____	Hit _____	A red marker at 30.
31 _____	Reflection _____	A yellow marker at 31.
32 _____	Hit _____	A red marker at 32.

SOLITAIRE PLAY

On the following pages are 80 games for single-person play. Each of these games has been developed, tested and refined with the aid of a computer. The pages are divided into two sections: **Look-Up Tables** and **Game Solutions**.

To play:

1. Choose one of the 80 numbered games. Games 1-70 require you to look for 4 hidden locations; the final 10 games present 5 hidden locations each.
2. Select a numbered location for a ray's entrance and turn to the page in the **Look-Up Tables** that shows this number on the top.
3. Look down the page for your game's number. Next to this number you'll see the result of the ray's movement.
4. Place your ray marker(s).
5. Continue to send out rays, and to place markers and balls, until you're satisfied that you've found all of the hidden locations.
6. Check the results of your final ball placements. To do this, find your game's number in the **Game Solutions** section.

In this section you can also check your score. Next to a game's diagram you'll see a NORM reference. The NORM represents the number of ray markers which, as determined by computer, the average player should use to find the hidden locations.

LOOK-UP TABLES

1. Ray Enters at 1				2. Ray Enters at 2			
Game	Result	Game	Result	Game	Result	Game	Result
124	4129	131	41Hit
230	4224	2Hit	4223
331	4324	3Hit	43	..Reflection
424	44Hit	430	44Hit
524	4527	531	45Hit
627	4629	6Hit	46Hit
727	4727	731	47Hit
824	4824	823	4831
932	49Hit	9	..Reflection	499
10Hit	5024	10	..Reflection	5029
11Hit	5131	11	..Reflection	51Hit
1228	5224	12Hit	5223
1324	5324	1330	5327
1424	54Hit	1423	54	..Reflection
1524	5529	1523	55Hit
16Hit	56Hit	16Hit	5614
1724	57Hit	1723	57	..Reflection
18Hit	58Hit	18	..Reflection	58	..Reflection
19Hit	59Hit	1910	5932
20Hit	6024	20	..Reflection	6023
2124	61Hit	2131	61Hit
22Hit	6232	2223	62Hit
23Hit	6330	23	..Reflection	63Hit
24Hit	6424	2410	6423
2532	6524	25Hit	6527
2631	6624	26Hit	6623
27Hit	6727	273	6729
2826	68Hit	28Hit	68Hit
2924	6924	2923	6923
3026	70Hit	30Hit	70	..Reflection
3130	7130	31Hit	71Hit
3224	72Hit	3223	72Hit
33Hit	7331	33	..Reflection	73Hit
3427	7424	34Hit	7423
35Hit	75Hit	35Hit	75Hit
36Hit	76Hit	36Hit	7619
37Hit	7724	37	..Reflection	7730
3824	78Hit	3823	78	..Reflection
3928	7927	39Hit	79Hit
4024	80Hit	4023	804

3. Ray Enters at 3

Game	Result	Game	Result
1	Hit	41	31
2	12	42	26
3	Hit	43	Hit
4	Hit	44	13
5	Hit	45	Hit
6	5	46	32
7	Hit	47	Hit
8	22	48	Hit
9	Hit	49	Reflection
10	Hit	50	Reflection
11	Hit	51	12
12	21	52	30
13	Hit	53	Hit
14	32	54	Hit
15	22	55	6
16	Hit	56	22
17	22	57	22
18	22	58	Hit
19	11	59	Hit
20	22	60	22
21	Hit	61	22
22	22	62	Hit
23	22	63	Hit
24	Hit	64	28
25	6	65	30
26	10	66	31
27	2	67	Hit
28	31	68	22
29	22	69	22
30	5	70	Hit
31	11	71	27
32	22	72	Reflection
33	Hit	73	Hit
34	28	74	27
35	Reflection	75	Hit
36	28	76	22
37	10	77	31
38	22	78	Hit
39	13	79	31
40	22	80	22

4. Ray Enters at 4

Game	Result	Game	Result
1	5	41	Hit
2	Hit	42	27
3	Hit	43	Reflection
4	Reflection	44	21
5	Hit	45	Hit
6	21	46	Hit
7	10	47	30
8	21	48	10
9	Reflection	49	Hit
10	Hit	50	Hit
11	Reflection	51	21
12	30	52	Hit
13	11	53	31
14	Hit	54	Reflection
15	Reflection	55	Hit
16	Hit	56	21
17	28	57	21
18	21	58	9
19	21	59	9
20	21	60	21
21	10	61	21
22	21	62	21
23	21	63	Hit
24	11	64	Hit
25	Hit	65	Hit
26	Hit	66	Hit
27	Hit	67	30
28	Hit	68	21
29	Reflection	69	29
30	21	70	21
31	Reflection	71	Hit
32	Reflection	72	Hit
33	10	73	10
34	Hit	74	Hit
35	Hit	75	Reflection
36	Hit	76	21
37	12	77	32
38	21	78	Hit
39	Hit	79	Hit
40	Reflection	80	2

5. Ray Enters at 5

Game	Result	Game	Result
1	4	41	10
2	Hit	42	Hit
3	32	43	21
4	Hit	44	20
5	32	45	20
6	3	46	9
7	6	47	Hit
8	32	48	11
9	20	49	11
10	20	50	Reflection
11	Hit	51	20
12	Hit	52	Hit
13	26	53	Hit
14	Reflection	54	14
15	Hit	55	19
16	20	56	20
17	30	57	20
18	23	58	Hit
19	20	59	Hit
20	20	60	27
21	20	61	20
22	32	62	20
23	28	63	18
24	Hit	64	13
25	Hit	65	11
26	Hit	66	20
27	11	67	20
28	7	68	28
29	Hit	69	Hit
30	3	70	20
31	Hit	71	32
32	Hit	72	Reflection
33	20	73	20
34	6	74	Reflection
35	Reflection	75	Hit
36	13	76	20
37	21	77	Hit
38	20	78	Reflection
39	32	79	10
40	Hit	80	Hit

6. Ray Enters at 6

Game	Result	Game	Result
1	Hit	41	Hit
2	32	42	29
3	Hit	43	Hit
4	11	44	19
5	Hit	45	28
6	31	46	14
7	5	47	11
8	Hit	48	12
9	19	49	19
10	19	50	30
11	Reflection	51	19
12	31	52	11
13	Hit	53	10
14	Hit	54	19
15	Reflection	55	3
16	32	56	Reflection
17	Hit	57	19
18	Hit	58	Hit
19	19	59	11
20	19	60	Hit
21	Hit	61	19
22	Hit	62	19
23	Hit	63	19
24	13	64	14
25	3	65	19
26	28	66	Reflection
27	19	67	32
28	Hit	68	Reflection
29	Reflection	69	30
30	Hit	70	Reflection
31	13	71	Hit
32	Reflection	72	Hit
33	19	73	Hit
34	5	74	31
35	15	75	Reflection
36	19	76	Reflection
37	Hit	77	9
38	19	78	Hit
39	Hit	79	20
40	Reflection	80	Hit

7. Ray Enters at 7

Game	Result	Game	Result
1	10	41	Hit
2	Hit	42	30
3	9	43	Hit
4	18	44	18
5	9	45	Hit
6	Hit	46	18
7	Hit	47	Reflection
8	Hit	48	13
9	26	49	18
10	Hit	50	Hit
11	Hit	51	Reflection
12	Hit	52	18
13	13	53	12
14	9	54	Hit
15	9	55	Hit
16	Hit	56	Hit
17	31	57	Reflection
18	32	58	10
19	18	59	18
20	Hit	60	Hit
21	Hit	61	Reflection
22	9	62	Reflection
23	Hit	63	32
24	15	64	31
25	Hit	65	18
26	Hit	66	Hit
27	18	67	Hit
28	5	68	Hit
29	Hit	69	Hit
30	Hit	70	Hit
31	18	71	9
32	13	72	Reflection
33	18	73	Hit
34	Hit	74	32
35	30	75	18
36	18	76	Hit
37	14	77	14
38	30	78	Reflection
39	9	79	Hit
40	Hit	80	Reflection

8. Ray Enters at 8

Game	Result	Game	Result
1	14	41	12
2	9	42	Hit
3	13	43	Hit
4	17	44	17
5	11	45	Hit
6	10	46	17
7	12	47	Hit
8	9	48	17
9	Hit	49	17
10	Hit	50	11
11	14	51	Hit
12	10	52	17
13	Hit	53	Hit
14	14	54	Hit
15	10	55	12
16	9	56	Hit
17	Hit	57	Hit
18	Hit	58	17
19	17	59	17
20	Hit	60	Hit
21	12	61	Hit
22	Hit	62	Hit
23	13	63	Hit
24	17	64	Hit
25	9	65	17
26	12	66	Reflection
27	17	67	9
28	Hit	68	Reflection
29	9	69	11
30	Hit	70	Reflection
31	17	71	10
32	17	72	Hit
33	17	73	11
34	13	74	Hit
35	Hit	75	17
36	17	76	Reflection
37	17	77	17
38	Hit	78	17
39	Hit	79	Hit
40	Reflection	80	Hit

9. Ray Enters at 9

Game	Result	Game	Result
1	32	41	32
2	8	42	32
3	7	43	Reflection
4	32	44	32
5	7	45	32
6	32	46	5
7	32	47	Hit
8	8	48	32
9	Hit	49	2
10	Reflection	50	Hit
11	32	51	Hit
12	32	52	32
13	32	53	32
14	7	54	Reflection
15	7	55	32
16	8	56	Hit
17	32	57	Hit
18	Reflection	58	4
19	32	59	4
20	Reflection	60	32
21	32	61	Hit
22	7	62	Hit
23	Hit	63	Reflection
24	32	64	32
25	8	65	32
26	32	66	Hit
27	32	67	8
28	32	68	Hit
29	8	69	32
30	32	70	Hit
31	32	71	7
32	Hit	72	32
33	Hit	73	32
34	32	74	Reflection
35	Hit	75	Hit
36	32	76	Hit
37	Hit	77	6
38	32	78	Hit
39	7	79	32
40	Hit	80	Hit

10. Ray Enters at 10

Game	Result	Game	Result
1	7	41	5
2	Hit	42	3
3	Hit	43	Hit
4	31	44	3
5	Hit	45	3
6	8	46	Hit
7	4	47	Reflection
8	Hit	48	5
9	21	49	Hit
10	Hit	50	Hit
11	31	51	Reflection
12	8	52	3
13	31	53	5
14	Hit	54	Hit
15	8	55	3
16	Hit	56	Reflection
17	Reflection	57	Reflection
18	Hit	58	5
19	2	59	Hit
20	Hit	60	3
21	4	61	Reflection
22	Hit	62	Reflection
23	23	63	Hit
24	2	64	Reflection
25	Hit	65	3
26	3	66	1
27	31	67	Hit
28	Reflection	68	Hit
29	Hit	69	3
30	31	70	Hit
31	31	71	5
32	Hit	72	3
33	4	73	Hit
34	31	74	Hit
35	Hit	75	1
36	31	76	Hit
37	3	77	Hit
38	31	78	Reflection
39	Hit	79	Hit
40	Hit	80	Reflection

11. Ray Enters at 11

Game	Result	Game	Result
1	Hit	41	Hit
2	Reflection	42	Reflection
3	Hit	43	Reflection
4	6	44	30
5	8	45	30
6	Hit	46	Hit
7	Hit	47	6
8	14	48	5
9	22	49	5
10	Reflection	50	8
11	30	51	Hit
12	Hit	52	6
13	4	53	Hit
14	Hit	54	Reflection
15	Reflection	55	30
16	14	56	30
17	Hit	57	30
18	Reflection	58	Hit
19	3	59	6
20	Reflection	60	30
21	Hit	61	18
22	13	62	18
23	30	63	Reflection
24	4	64	Hit
25	17	65	5
26	Hit	66	Hit
27	5	67	12
28	Hit	68	30
29	Reflection	69	8
30	30	70	30
31	3	71	Hit
32	30	72	30
33	Hit	73	8
34	30	74	Reflection
35	Reflection	75	Hit
36	30	76	Hit
37	Hit	77	13
38	Reflection	78	Hit
39	Hit	79	Reflection
40	30	80	Hit

12. Ray Enters at 12

Game	Result	Game	Result
1	Hit	41	8
2	3	42	Hit
3	Hit	43	29
4	Hit	44	29
5	Hit	45	29
6	14	46	30
7	8	47	Hit
8	29	48	6
9	23	49	Hit
10	21	50	Hit
11	29	51	3
12	17	52	Hit
13	Hit	53	7
14	29	54	29
15	Hit	55	8
16	27	56	29
17	Reflection	57	29
18	Hit	58	18
19	Hit	59	Hit
20	29	60	29
21	8	61	29
22	Hit	62	29
23	29	63	Reflection
24	Hit	64	Reflection
25	29	65	Hit
26	8	66	Hit
27	Hit	67	11
28	Reflection	68	29
29	Hit	69	Hit
30	29	70	29
31	Hit	71	17
32	29	72	29
33	21	73	Hit
34	29	74	17
35	Hit	75	13
36	29	76	Reflection
37	4	77	Hit
38	Hit	78	18
39	29	79	Hit
40	29	80	Reflection

13. Ray Enters at 13

Game	Result	Game	Result
1	20	41	Hit
2	Hit	42	Reflection
3	8	43	Hit
4	19	44	3
5	17	45	Reflection
6	28	46	Hit
7	Hit	47	Hit
8	28	48	7
9	28	49	20
10	28	50	17
11	28	51	28
12	Hit	52	Hit
13	7	53	Reflection
14	28	54	28
15	Reflection	55	Hit
16	28	56	28
17	15	57	28
18	Reflection	58	21
19	Reflection	59	19
20	Hit	60	28
21	Hit	61	Reflection
22	11	62	Reflection
23	8	63	Hit
24	6	64	5
25	28	65	Hit
26	Hit	66	10
27	Hit	67	Hit
28	28	68	Hit
29	17	69	Reflection
30	28	70	28
31	6	71	26
32	7	72	28
33	22	73	17
34	8	74	28
35	Reflection	75	12
36	5	76	Hit
37	Hit	77	11
38	Hit	78	28
39	3	79	Reflection
40	28	80	Hit

14. Ray Enters at 14

Game	Result	Game	Result
1	8	41	17
2	19	42	Hit
3	Hit	43	Hit
4	Hit	44	Hit
5	Hit	45	Hit
6	12	46	6
7	17	47	Hit
8	11	48	Hit
9	27	49	22
10	27	50	Hit
11	8	51	Reflection
12	Hit	52	19
13	Hit	53	Hit
14	8	54	5
15	27	55	17
16	11	56	2
17	Hit	57	27
18	Hit	58	27
19	Hit	59	Hit
20	Hit	60	Reflection
21	Hit	61	Hit
22	Reflection	62	Hit
23	Hit	63	Reflection
24	Hit	64	6
25	Hit	65	Hit
26	17	66	Hit
27	20	67	17
28	27	68	Hit
29	27	69	Hit
30	27	70	27
31	Hit	71	Hit
32	Hit	72	27
33	27	73	27
34	Hit	74	Hit
35	23	75	Hit
36	Hit	76	Reflection
37	7	77	7
38	Hit	78	Hit
39	Reflection	79	17
40	27	80	Reflection

15. Ray Enters at 15			
Game	Result	Game	Result
1	Hit	41	20
2	Hit	42	Hit
3	17	43	30
4	Reflection	44	Reflection
5	Hit	45	Reflection
6	Hit	46	Hit
7	Hit	47	17
8	Hit	48	18
9	Reflection	49	Hit
10	Hit	50	Hit
11	Hit	51	Hit
12	Hit	52	26
13	Reflection	53	Reflection
14	Hit	54	Hit
15	26	55	Hit
16	Hit	56	Hit
17	13	57	Reflection
18	Reflection	58	26
19	22	59	21
20	Reflection	60	Hit
21	17	61	Reflection
22	Hit	62	Reflection
23	17	63	Hit
24	7	64	29
25	19	65	20
26	Hit	66	17
27	23	67	Hit
28	29	68	Reflection
29	26	69	17
30	Reflection	70	Reflection
31	Reflection	71	Hit
32	Hit	72	Reflection
33	26	73	26
34	17	74	Hit
35	6	75	10
36	20	76	Hit
37	Hit	77	Hit
38	Hit	78	20
39	Hit	79	Hit
40	Reflection	80	19

16. Ray Enters at 16			
Game	Result	Game	Result
1	17	41	25
2	Hit	42	19
3	21	43	Hit
4	Hit	44	Hit
5	21	45	21
6	17	46	19
7	22	47	22
8	17	48	25
9	Hit	49	23
10	Hit	50	19
11	17	51	Reflection
12	18	52	25
13	Hit	53	21
14	17	54	20
15	25	55	Hit
16	17	56	Hit
17	Hit	57	Hit
18	25	58	25
19	Hit	59	25
20	Hit	60	Reflection
21	21	61	Hit
22	Reflection	62	Hit
23	18	63	20
24	Hit	64	Hit
25	25	65	21
26	19	66	25
27	25	67	22
28	Hit	68	Hit
29	25	69	25
30	Hit	70	Hit
31	Hit	71	18
32	Hit	72	Hit
33	25	73	25
34	21	74	18
35	Hit	75	Hit
36	Hit	76	23
37	18	77	18
38	Reflection	78	25
39	Reflection	79	22
40	Hit	80	25

17. Ray Enters at 17			
Game	Result	Game	Result
1	16	41	14
2	11	42	14
3	15	43	Hit
4	8	44	8
5	13	45	Hit
6	16	46	8
7	14	47	15
8	16	48	8
9	Hit	49	8
10	Hit	50	13
11	16	51	Hit
12	12	52	8
13	Hit	53	Hit
14	16	54	Hit
15	Hit	55	14
16	16	56	Hit
17	Hit	57	Hit
18	Hit	58	8
19	8	59	8
20	Hit	60	Reflection
21	15	61	Hit
22	Hit	62	Hit
23	15	63	Hit
24	8	64	Hit
25	11	65	8
26	14	66	15
27	8	67	14
28	Hit	68	Hit
29	13	69	15
30	Hit	70	Hit
31	8	71	12
32	8	72	Hit
33	8	73	13
34	15	74	12
35	Hit	75	8
36	8	76	Hit
37	8	77	8
38	Hit	78	8
39	Hit	79	14
40	Hit	80	Hit

18. Ray Enters at 18			
Game	Result	Game	Result
1	Hit	41	Hit
2	Hit	42	Hit
3	Hit	43	Reflection
4	7	44	7
5	Hit	45	Hit
6	Hit	46	Hit
7	Hit	47	Hit
8	Hit	48	19
9	Reflection	49	Hit
10	Hit	50	Hit
11	Hit	51	21
12	16	52	21
13	Reflection	53	Hit
14	Hit	54	30
15	28	55	Hit
16	Hit	56	Hit
17	Reflection	57	Reflection
18	Reflection	58	19
19	7	59	21
20	Reflection	60	Hit
21	Hit	61	19
22	25	62	19
23	16	63	Hit
24	Reflection	64	Reflection
25	Hit	65	Hit
26	Hit	66	Hit
27	7	67	Hit
28	Reflection	68	Reflection
29	Hit	69	Hit
30	Hit	70	Reflection
31	7	71	19
32	Reflection	72	Reflection
33	7	73	Hit
34	Hit	74	19
35	Hit	75	Hit
36	7	76	Hit
37	16	77	19
38	25	78	19
39	19	79	Hit
40	Reflection	80	Hit

19. Ray Enters at 19

Game	Result	Game	Result
125	41	Hit
214	4216
3Hit	43Hit
413	446
528	45Hit
6Hit	4616
720	47Hit
8Hit	48Hit
96	496
106	5016
11Reflection	516
12Hit	5214
13Reflection	53Hit
14Reflection	546
1529	555
1621	5631
17Hit	576
18Hit	58Hit
196	5913
206	60Reflection
21Hit	616
22Hit	626
23Hit	636
24Hit	64Hit
2515	656
2616	6626
276	6721
28Hit	68Hit
29Reflection	6926
30Hit	70Hit
31Reflection	71Hit
32Hit	72Hit
336	7321
3420	74Reflection
35Reflection	75Reflection
366	762
37Hit	77Hit
386	78Hit
3918	7929
40Hit	8015

20. Ray Enters at 20

Game	Result	Game	Result
113	4115
2Reflection	42Reflection
3Hit	43Reflection
4Reflection	445
5Hit	455
622	46Hit
719	47Hit
825	4826
95	4913
105	50Hit
11Hit	515
1225	52Hit
13Hit	5329
14Hit	5416
1530	55Reflection
165	565
17Reflection	575
1826	58Hit
195	59Hit
205	6025
215	615
2226	625
2325	6316
24Reflection	64Reflection
25Hit	6515
26Hit	665
2714	675
28Reflection	68Hit
29Hit	69Hit
30Reflection	705
31Hit	71Reflection
32Reflection	72Reflection
335	735
3419	74Hit
35Hit	75Hit
3615	765
3725	7725
385	7815
39Hit	796
40Reflection	80Hit

21. Ray Enters at 21

Game	Result	Game	Result
1Hit	41Hit
2Hit	42Hit
316	435
4Hit	444
516	4516
64	4625
7Hit	4728
84	4827
910	49Hit
1012	5025
11Reflection	514
123	52Hit
13Reflection	5316
1425	54Hit
1531	55Hit
1619	564
1726	574
184	5813
194	5915
204	604
2116	614
224	624
234	63Hit
2426	6425
25Hit	6516
2625	66Hit
27Hit	6719
28Hit	684
2928	6927
304	704
31Reflection	71Hit
3231	72Hit
3312	7319
3416	74Reflection
35Reflection	75Reflection
36Reflection	764
375	7726
384	78Hit
3925	79Hit
4031	8023

22. Ray Enters at 22

Game	Result	Game	Result
1Hit	4126
2Reflection	42Reflection
3Hit	43Hit
4Reflection	44Reflection
5Hit	45Hit
620	46Hit
716	4716
83	4828
911	4914
10Reflection	50Hit
11Hit	5118
12Hit	5227
13Hit	53Hit
1430	5423
153	55Reflection
16Hit	563
173	573
183	58Hit
1915	59Hit
203	603
21Hit	613
223	62Reflection
233	6325
24Hit	6426
2526	65Hit
2626	6628
27Hit	6716
28Reflection	683
293	693
30Reflection	70Reflection
31Reflection	71Reflection
323	72Reflection
3313	73Hit
34Hit	7425
3531	75Hit
36Hit	763
37Hit	77Hit
383	78Hit
39Hit	7916
403	803

23. Ray Enters at 23

Game	Result	Game	Result
1	26	41	Hit
2	Hit	42	2
3	25	43	26
4	28	44	Hit
5	25	45	Hit
6	Hit	46	Hit
7	Hit	47	Hit
8	2	48	29
9	12	49	16
10	Hit	50	27
11	Reflection	51	Hit
12	Hit	52	2
13	28	53	25
14	2	54	22
15	2	55	Hit
16	25	56	Reflection
17	2	57	Reflection
18	5	58	28
19	Reflection	59	26
20	30	60	2
21	25	61	Reflection
22	2	62	Hit
23	10	63	Hit
24	28	64	2
25	Hit	65	25
26	Hit	66	2
27	15	67	Hit
28	Hit	68	Hit
29	2	69	2
30	Hit	70	Hit
31	Hit	71	Hit
32	2	72	Hit
33	Hit	73	Hit
34	Hit	74	2
35	14	75	26
36	Reflection	76	16
37	27	77	28
38	2	78	26
39	Hit	79	Reflection
40	2	80	21

24. Ray Enters at 24

Game	Result	Game	Result
1	1	41	27
2	28	42	1
3	29	43	1
4	1	44	Hit
5	1	45	25
6	25	46	26
7	25	47	25
8	1	48	1
9	Hit	49	Hit
10	Reflection	50	1
11	Hit	51	25
12	26	52	1
13	1	53	1
14	1	54	Hit
15	1	55	27
16	Hit	56	Hit
17	1	57	Hit
18	Hit	58	Hit
19	Hit	59	Hit
20	Hit	60	1
21	1	61	Hit
22	Hit	62	Reflection
23	Hit	63	28
24	Hit	64	1
25	30	65	1
26	29	66	1
27	Hit	67	25
28	Reflection	68	Hit
29	1	69	1
30	Reflection	70	Reflection
31	26	71	28
32	1	72	Hit
33	Hit	73	28
34	25	74	1
35	Hit	75	Hit
36	Hit	76	Hit
37	29	77	1
38	1	78	Hit
39	26	79	Hit
40	1	80	Hit

25. Ray Enters at 25

Game	Result	Game	Result
1	19	41	16
2	Hit	42	Hit
3	23	43	Hit
4	Hit	44	Hit
5	23	45	24
6	24	46	21
7	24	47	24
8	20	48	16
9	Hit	49	Reflection
10	Hit	50	21
11	Reflection	51	24
12	20	52	16
13	Hit	53	23
14	21	54	Reflection
15	16	55	Hit
16	23	56	Hit
17	Hit	57	Hit
18	16	58	16
19	Hit	59	16
20	Hit	60	20
21	23	61	Hit
22	18	62	Hit
23	20	63	22
24	Hit	64	21
25	16	65	23
26	21	66	16
27	16	67	24
28	Hit	68	Reflection
29	16	69	16
30	Hit	70	Hit
31	Hit	71	Hit
32	Hit	72	Hit
33	16	73	16
34	24	74	22
35	Hit	75	Hit
36	Reflection	76	Reflection
37	20	77	20
38	18	78	16
39	21	79	Hit
40	Hit	80	16

26. Ray Enters at 26

Game	Result	Game	Result
1	23	41	22
2	Hit	42	23
3	Hit	43	23
4	Reflection	44	Reflection
5	Hit	45	Hit
6	Hit	46	24
7	Hit	47	Hit
8	Hit	48	20
9	7	49	Hit
10	Hit	50	Hit
11	Hit	51	Hit
12	24	52	15
13	5	53	Hit
14	Hit	54	Hit
15	15	55	Hit
16	Hit	56	Hit
17	21	57	Reflection
18	20	58	15
19	Reflection	59	23
20	Reflection	60	Hit
21	Hit	61	Reflection
22	20	62	30
23	Hit	63	Hit
24	21	64	23
25	22	65	Hit
26	22	66	15
27	Reflection	67	Hit
28	1	68	Hit
29	15	69	15
30	1	70	Hit
31	24	71	13
32	Hit	72	Reflection
33	15	73	13
34	Hit	74	Hit
35	Hit	75	21
36	Hit	76	Hit
37	Hit	77	2
38	Hit	78	2
39	24	79	Reflection
40	Hit	80	Reflection

27. Ray Enters at 27

Game	Result	Game	Result
1	Hit	41	24
2	Hit	42	4
3	Hit	43	Hit
4	Hit	44	Hit
5	29	45	1
6	1	46	Hit
7	1	47	1
8	30	48	21
9	14	49	Reflection
10	14	50	23
11	Reflection	51	29
12	Hit	52	22
13	Hit	53	2
14	Hit	54	Reflection
15	14	55	24
16	12	56	Reflection
17	Hit	57	14
18	Hit	58	14
19	Hit	59	Hit
20	Hit	60	5
21	29	61	Hit
22	Hit	62	Hit
23	Hit	63	Hit
24	Hit	64	Hit
25	Hit	65	2
26	Hit	66	Hit
27	Hit	67	1
28	14	68	Reflection
29	14	69	21
30	14	70	14
31	Hit	71	3
32	Hit	72	14
33	14	73	14
34	1	74	3
35	Reflection	75	Hit
36	Reflection	76	Reflection
37	23	77	Hit
38	Hit	78	Hit
39	Hit	79	1
40	14	80	Hit

28. Ray Enters at 28

Game	Result	Game	Result
1	29	41	Hit
2	24	42	Hit
3	Hit	43	31
4	23	44	Reflection
5	19	45	6
6	13	46	Hit
7	Hit	47	21
8	13	48	22
9	13	49	Reflection
10	13	50	Hit
11	13	51	13
12	1	52	Hit
13	23	53	Hit
14	13	54	13
15	18	55	Hit
16	13	56	13
17	4	57	13
18	Reflection	58	23
19	Reflection	59	Reflection
20	Reflection	60	13
21	Hit	61	Hit
22	Reflection	62	Hit
23	5	63	24
24	23	64	3
25	13	65	Hit
26	6	66	22
27	Reflection	67	Hit
28	13	68	5
29	21	69	Hit
30	13	70	13
31	Reflection	71	24
32	Hit	72	13
33	Reflection	73	24
34	3	74	13
35	Hit	75	29
36	3	76	Hit
37	Hit	77	23
38	Hit	78	13
39	1	79	Hit
40	13	80	Reflection

29. Ray Enters at 29

Game	Result	Game	Result
1	28	41	1
2	Hit	42	6
3	24	43	12
4	Hit	44	12
5	27	45	12
6	Hit	46	1
7	Hit	47	Hit
8	12	48	23
9	Reflection	49	Hit
10	Hit	50	2
11	12	51	27
12	Hit	52	Hit
13	Hit	53	20
14	12	54	12
15	19	55	1
16	Reflection	56	12
17	Hit	57	12
18	Hit	58	Hit
19	Reflection	59	Hit
20	12	60	12
21	27	61	12
22	Hit	62	12
23	12	63	Hit
24	Reflection	64	15
25	12	65	Hit
26	24	66	Hit
27	Hit	67	2
28	15	68	12
29	Hit	69	4
30	12	70	12
31	Hit	71	Hit
32	12	72	12
33	Hit	73	Hit
34	12	74	Hit
35	Reflection	75	28
36	12	76	Reflection
37	24	77	Hit
38	Hit	78	Reflection
39	12	79	19
40	12	80	Reflection

30. Ray Enters at 30

Game	Result	Game	Result
1	Hit	41	1
2	1	42	1
3	Hit	43	24
4	2	44	2
5	Hit	45	1
6	Hit	46	1
7	Hit	47	1
8	27	48	1
9	Hit	49	Reflection
10	Hit	50	1
11	11	51	1
12	4	52	1
13	2	53	1
14	22	54	1
15	20	55	1
16	Hit	56	1
17	5	57	1
18	Reflection	58	Reflection
19	Hit	59	Reflection
20	23	60	1
21	Hit	61	Reflection
22	Reflection	62	1
23	11	63	1
24	Hit	64	1
25	24	65	1
26	Hit	66	1
27	Reflection	67	1
28	Hit	68	1
29	31	69	1
30	11	70	1
31	1	71	1
32	11	72	1
33	Reflection	73	1
34	11	74	1
35	7	75	Reflection
36	11	76	1
37	Hit	77	1
38	7	78	1
39	Hit	79	1
40	11	80	1

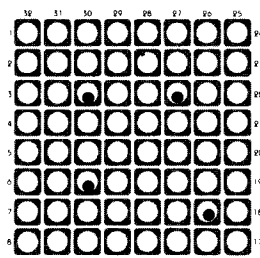
31. Ray Enters at 31

Game	Result	Game	Result
12	413
2Hit	4210
31	4328
410	4410
52	4510
66	46Hit
72	47Hit
8Hit	482
9Reflection	49Hit
10Reflection	50Hit
1110	511
126	5210
1310	534
14Hit	54Hit
1521	5510
16Reflection	5619
177	57Reflection
18Hit	58Hit
19Reflection	59Hit
20Reflection	6010
212	61Hit
22Hit	62Hit
23Reflection	63Hit
24Reflection	647
25Hit	6510
261	663
2710	67Hit
283	68Hit
2930	6910
3010	70Reflection
3110	71Hit
3221	7210
33Reflection	731
3410	746
3522	75Hit
3610	76Reflection
37Reflection	773
3810	78Reflection
39Hit	793
4021	80Reflection

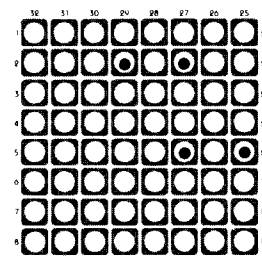
32. Ray Enters at 32

Game	Result	Game	Result
19	419
26	429
35	43Hit
49	449
55	459
69	463
79	47Hit
85	489
91	49Reflection
10Hit	50Hit
119	51Hit
129	529
139	539
143	54Hit
15Hit	559
166	56Hit
179	57Hit
187	58Reflection
199	592
20Hit	609
219	61Reflection
225	621
23Hit	637
249	649
251	659
269	66Hit
279	676
289	68Hit
29Hit	699
309	70Hit
319	715
32Hit	729
33Hit	739
349	747
35Hit	75Reflection
369	76Hit
37Hit	774
389	78Hit
395	799
40Hit	80Hit

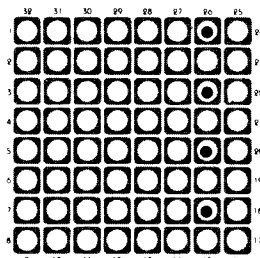
GAME SOLUTIONS



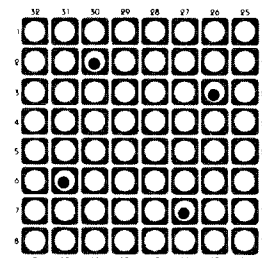
GAME 1
NORM 13



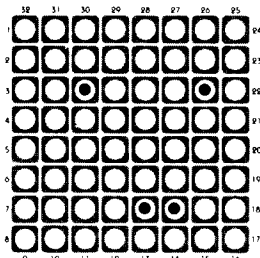
GAME 3
NORM 11



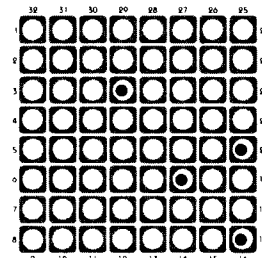
GAME 11
NORM 13



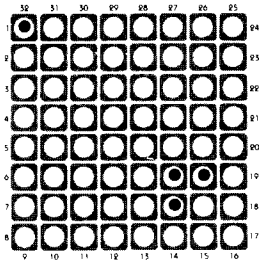
GAME 3
NORM 8



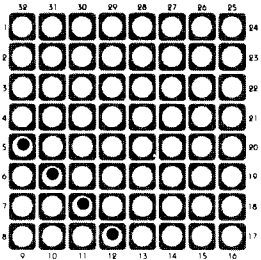
GAME 21
NORM 12



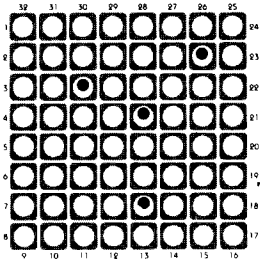
GAME 13
NORM 13



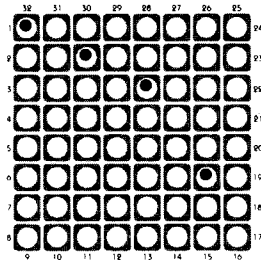
GAME 23
NORM 10



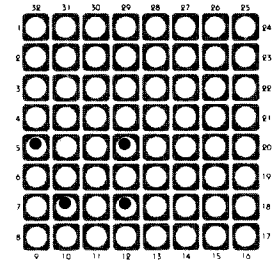
GAME 15
NORM 10



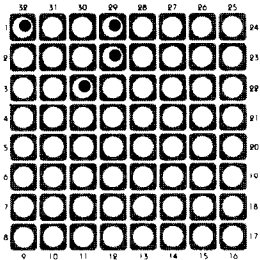
GAME 7
NORM 11



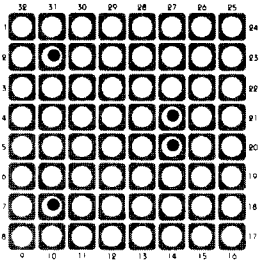
GAME 37
NORM 9



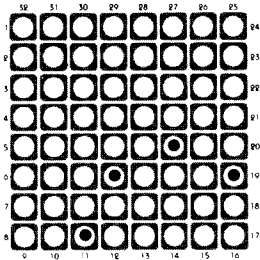
GAME 29
NORM 14



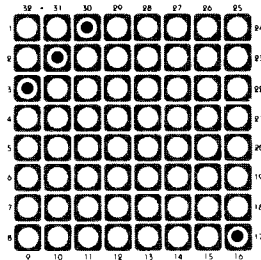
GAME 33
NORM 13



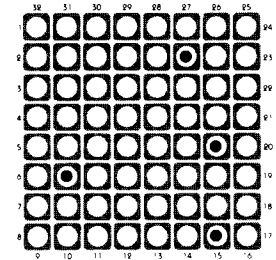
GAME 25
NORM 13



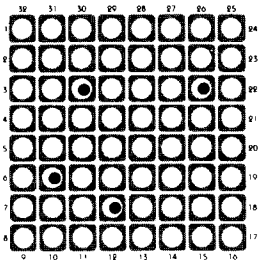
GAME 17
NORM 13



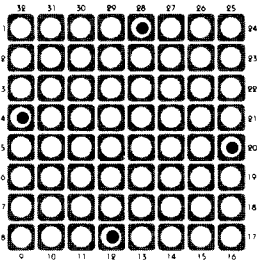
GAME 9
NORM 11



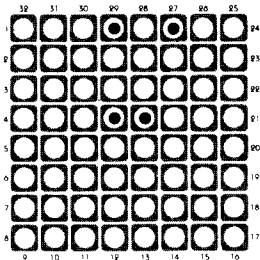
GAME 39
NORM 11



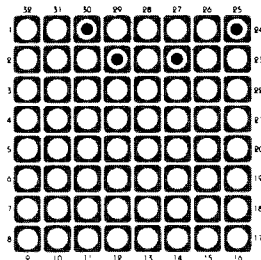
GAME 5
NORM 9



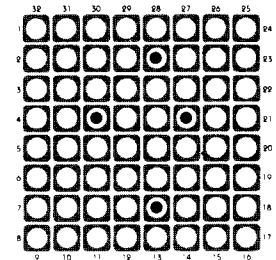
GAME 35
NORM 10



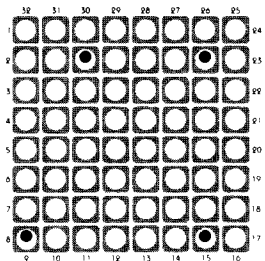
GAME 27
NORM 15



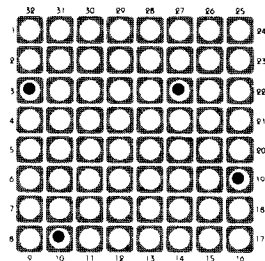
GAME 19
NORM 12



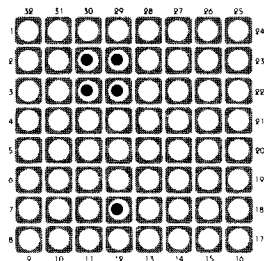
GAME 41
NORM 8



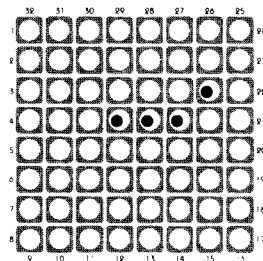
GAME 51
NORM 17



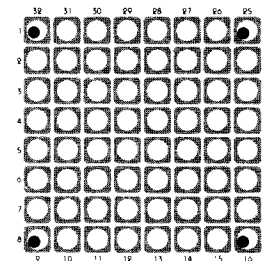
GAME 43
NORM 14



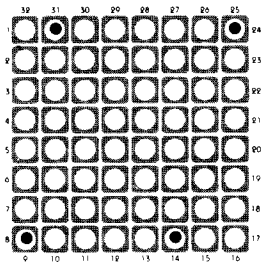
GAME 73
NORM 13



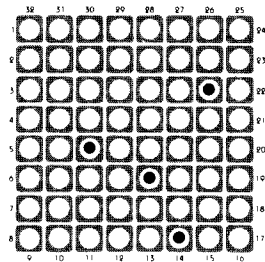
GAME 65
NORM 11



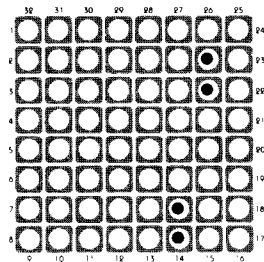
GAME 57
NORM 16



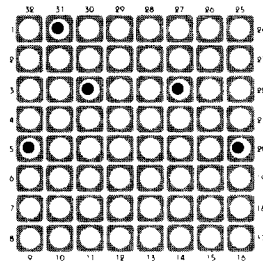
GAME 61
NORM 17



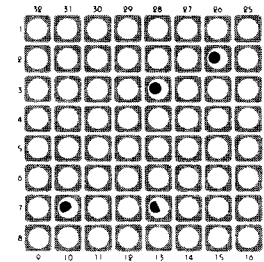
GAME 53
NORM 11



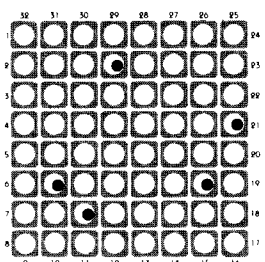
GAME 45
NORM 13



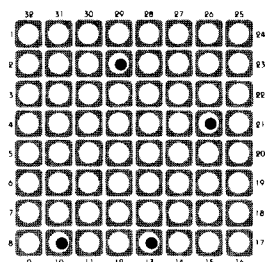
GAME 75
NORM 14



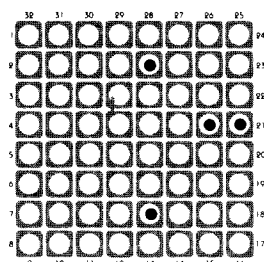
GAME 67
NORM 11



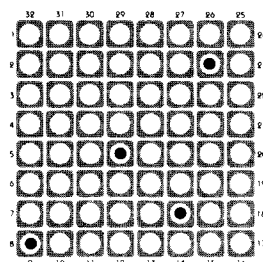
GAME 71
NORM 16



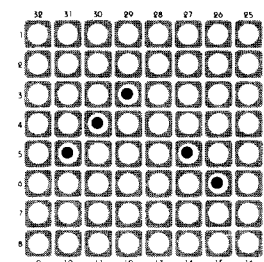
GAME 63
NORM 11



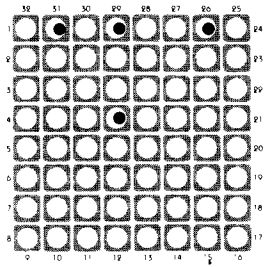
GAME 55
NORM 15



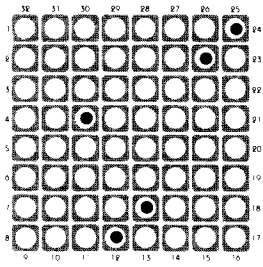
GAME 47
NORM 9



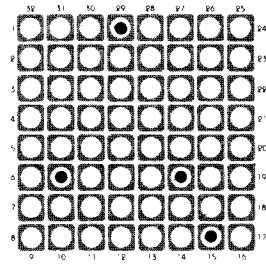
GAME 77
NORM 18



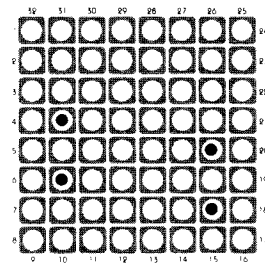
GAME 49
NORM 11



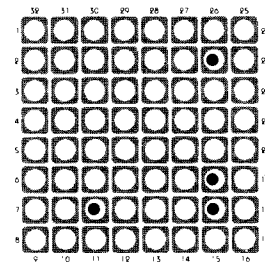
GAME 79
NORM 17



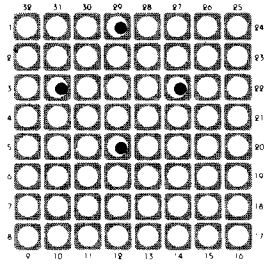
GAME 22
NORM 14



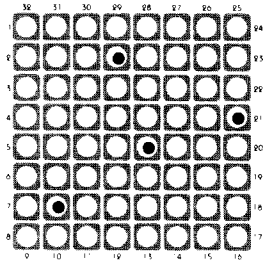
GAME 14
NORM 10



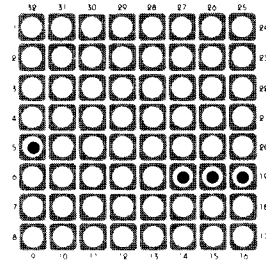
GAME 6
NORM 15



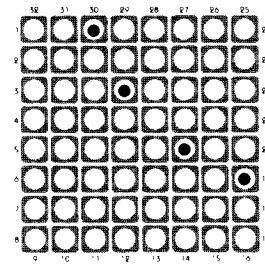
GAME 59
NORM 10



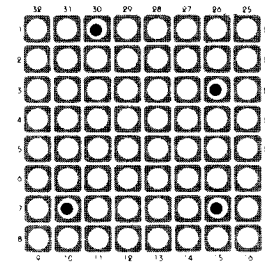
GAME 2
NORM 11



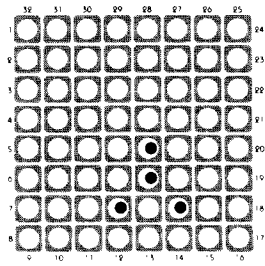
GAME 32
NORM 16



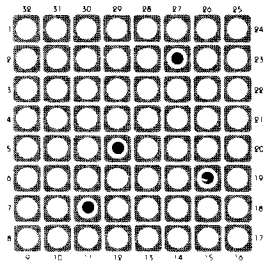
GAME 24
NORM 9



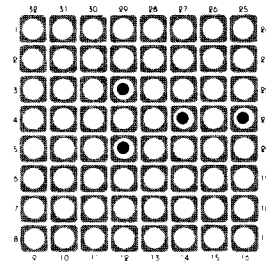
GAME 16
NORM 16



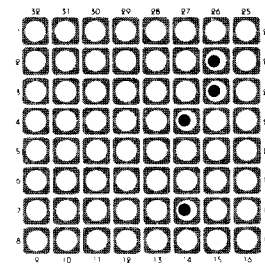
GAME 69
NORM 13



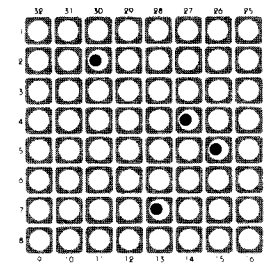
GAME 12
NORM 9



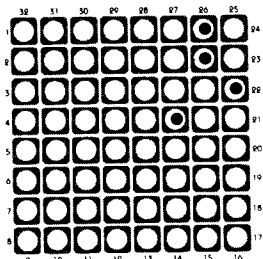
GAME 4
NORM 11



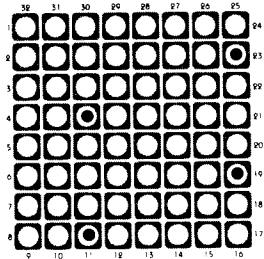
GAME 34
NORM 12



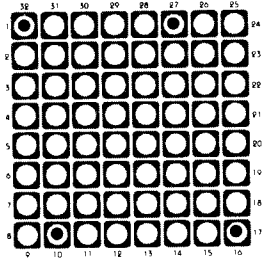
GAME 26
NORM 10



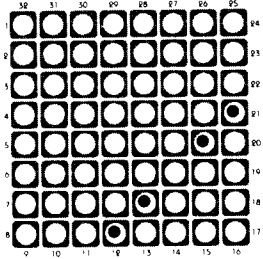
GAME 36
NORM 13



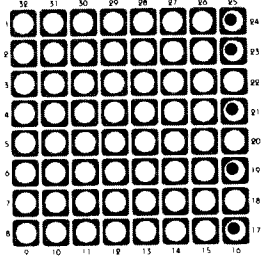
GAME 28
NORM 16



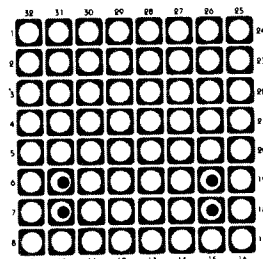
GAME 20
NORM 17



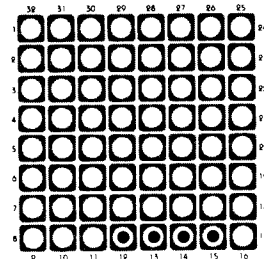
GAME 42
NORM 11



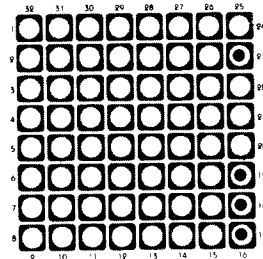
GAME 72
NORM 15



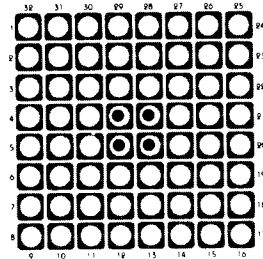
GAME 8
NORM 16



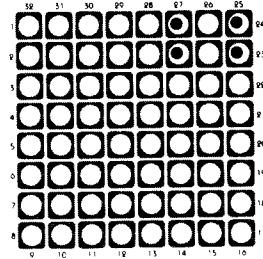
GAME 38
NORM 17



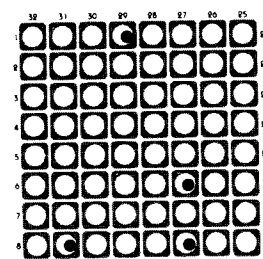
GAME 30
NORM 18



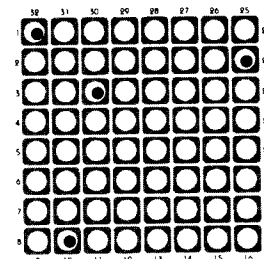
GAME 52
NORM 14



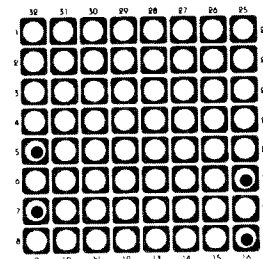
GAME 44
NORM 17



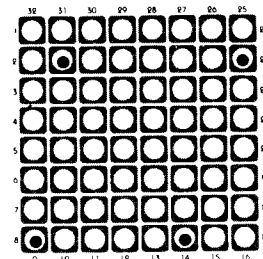
GAME 18
NORM 14



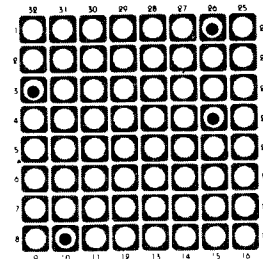
GAME 10
NORM 17



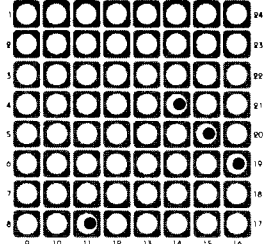
GAME 40
NORM 16



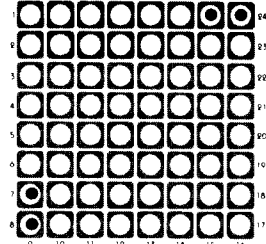
GAME 62
NORM 16



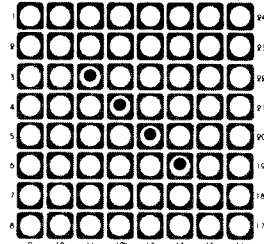
GAME 54
NORM 13



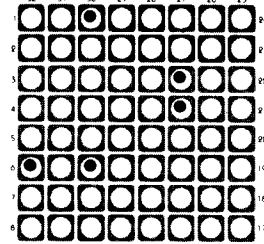
GAME 64
NORM 9



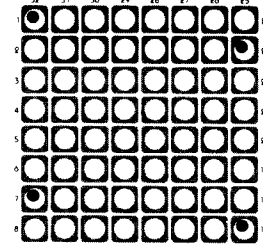
GAME 56
NORM 16



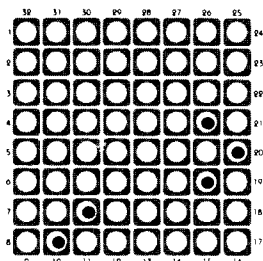
GAME 48
NORM 8



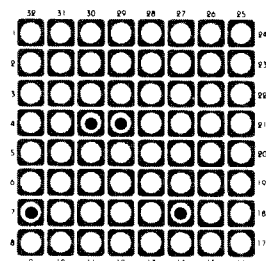
GAME 78
NORM 12



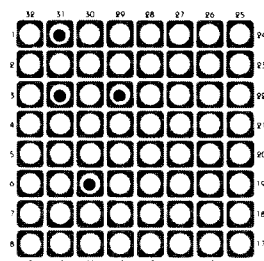
GAME 70
NORM 17



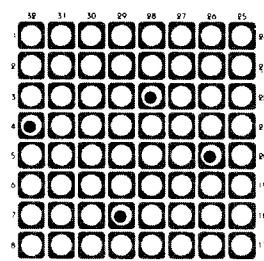
GAME 74
NORM 15



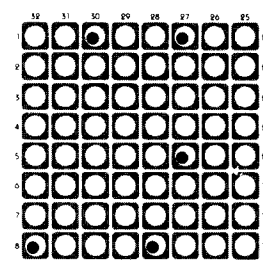
GAME 66
NORM 15



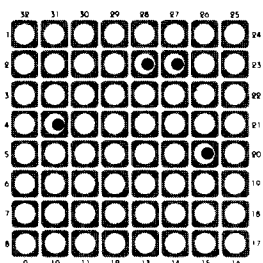
GAME 58
NORM 11



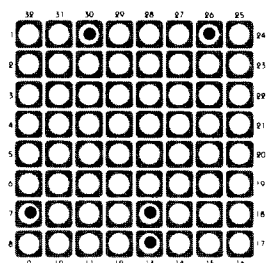
GAME 50
NORM 8



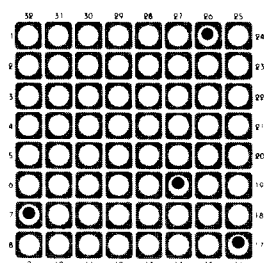
GAME 80
NORM 17



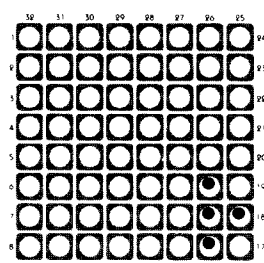
GAME 46
NORM 10



GAME 76
NORM 15

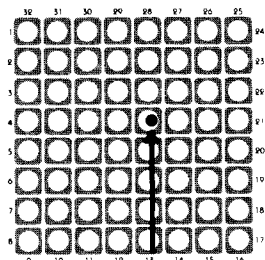


GAME 68
NORM 17

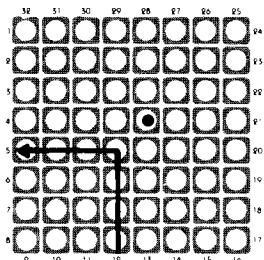


GAME 60
NORM 15

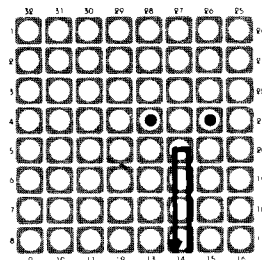
Examples of Basic Ray Movements and Proper Markers



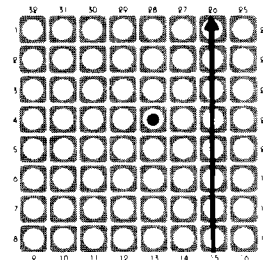
HIT
 Seeker says 13
 Hider says HIT
 Seeker places a red
 marker at 13.



DETOUR
 Seeker says 12
 Hider says 5
 Seeker places matching
 symbols at 12 and 5.

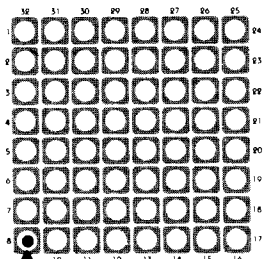


REFLECTION
 Seeker says 14
 Hider says REFLECTION
 Seeker places a yellow
 marker at 14.

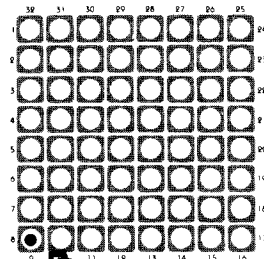


MISS
 Seeker says 15
 Hider says 26
 Seeker places matching
 symbols at 15 and 26.

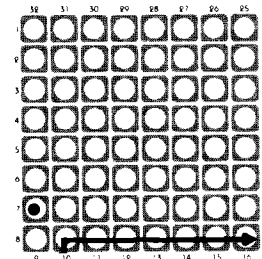
Remember these effects, too.



HIT
 Seeker says 9
 Hider says HIT
 Seeker places a red
 marker at 9.



REFLECTION
 Seeker says 10
 Hider says REFLECTION
 Seeker places a yellow
 marker at 10.



DETOUR
 Seeker says 10
 Hider says 17
 Seeker places matching
 symbols at 10 and 17.



We will be happy to answer questions about this game. Parker Brothers, P.O. Box 600, Concord, Ontario L4K 1B7.