



# PITCH PAGE

## Victor or Victim?

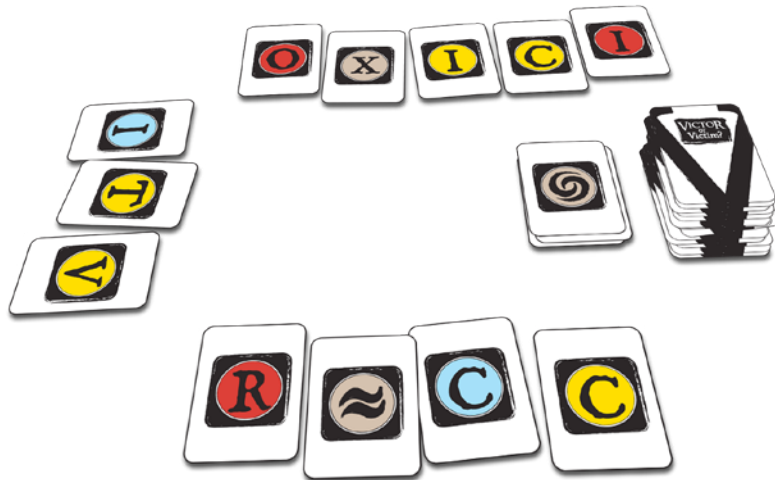
*Win or Lose is just a few letters away.*

**Type:** Set-making Game  
**Ages:** 8+

**Players:** Two to Four  
**Duration:** 15 - 30 minutes

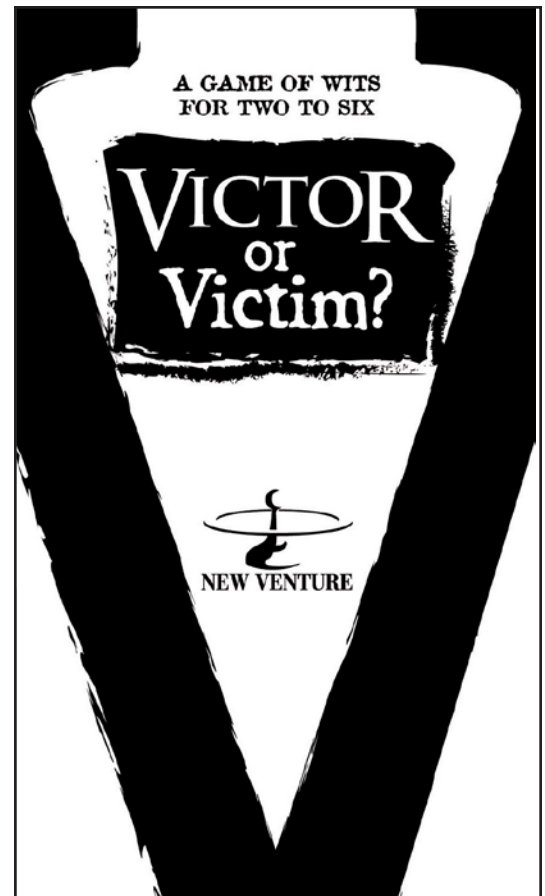
### Synopsis:

Players draw tiles from a pouch (or cards from a draw deck, depending on the version being played), hoping to collect a set with the winning combination of letters, spelling "Victor" (the winner) and avoiding spelling "Victim" (the loser). Through special tiles in the set, players can force opponents to acquire the wrong tiles and lose the game. But, of course, there's always an unforeseen strategic choice that your opponent can make to turn the tiles against you in the next round!



**ABOVE:**  
*The Playing-Card version.*

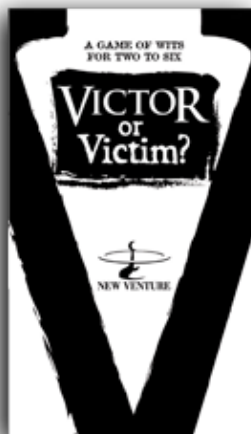
**RIGHT:**  
*The Tile-in-a-Bag version.*



### Equipment & Features:

The tiles version of the game is played with special lettered tiles (details on page two) and a draw-string bag to hold them and from which they are drawn as the game is played.

The playing card version is very similar, but there are several more of the symbols in the deck to ensure the balance of the draw remains more consistent throughout the game.





## Victor or Victim?

A game for 2 to 8 players played with small tiles marked with the letters V, I, C, T, O, R, and M in various quantities, and four special symbols:

- 6 "Acquisition" tiles (with a gem image)
- 6 "Pass Two" tiles (with a twin-wave pictograph)
- 4 "Change Direction" tiles (with a swirl symbol)
- 4 "Lose a turn" tiles (with an X symbol)

These tiles are stored in a pouch where they are mixed thoroughly and from which they are drawn from during the game.

The object of the game is to spell the word "**Victor**" with your tiles, OR force all the other players to spell "**Victim**" with theirs.

The game begins with each player pulling three starter tiles from the bag. Tiles are always set on the table in view of the other players. If a player draws a non-letter tile during set-up, replace it in the bag and draw again. All players must start with three randomly-drawn letters.

Each player on his/her turn draws a tile from the bag, performs certain tasks, then (usually) passes a tile to the next player which ends the turn. Which tile or tiles are passed to the next player is entirely up to the current player, taken from his/her tiles on the table.

Begin play clockwise, passing tiles to the left. (This playing direction will change as the game is played out.)

- When a "**Letter**" tile is drawn, the tile is played to the table in front of the current player in full view of all.
- When an "**Acquisition**" tile is drawn, the player may take any tile in play from any player and claim it as his/her own. The Acquisition tile is then discarded out of play.
- When a "**Pass Two**" tile is drawn, the player does not play a tile to the table, but only passes two tiles from his/her collection along to the next player,
- When a "**Change Direction**" tile is drawn, the player does not play a tile to the table, nor does he/she pass a tile, but the direction of play returns to the previous player. That is, if the play is going leftward, and a player draws a "Change Direction" tile, this tile is returned to the bag, and the player to his/her right then takes a normal turn.
- When a "**Lose A Turn**" tile is drawn, the tile is simply dropped back into the bag and the player's turn is over.

The instant the word "**Victor**" is spelled out in a set of tiles of the same color in one player's collection, that player wins the game.

Also, the instant the word "**Victim**" is spelled out in a set of tiles of the same color by a player, that player is eliminated from the game. The player's tiles remain in play on the table, and the game continues until there is a single winner.



"Change Direction" Tile



"Pass Two" Tile



"Lose A Turn" Tile



"Acquisition" Tile