

Rules for Playing TIDDLEDY WINKS

Parker Brothers Inc.

SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA

MADE IN U.S.A.

REGULAR TIDDLEDY WINKS:

Each player is provided with a piece of felt, one large wink and several small winks of the corresponding color. The plastic cup is removed from the box and placed in the center of the playing surface. Players may start from different locations provided that they are all the same distance from the cup.

The player selected to go first places his felt on the playing surface at the proper distance from the cup. He sets one of his small winks on the felt and, by pressing the edge of it with the edge of the large wink, tries to snap it into the cup. In the same manner he snaps each of his other small

winks, and then his turn ends. Other players play in rotation in the same manner.

Players leave their winks where they land, except that when a wink goes off the playing surface, it is placed back on the edge. On their second turns, players shoot their winks from the positions where they lie. They do, however, put their felts under the winks before shooting. On each turn players are allowed only one shot with each wink that is not in the cup.

The first player to snap all of his small winks into the cup WINS THE GAME.

TARGET TIDDLEDY WINKS:

In this version of the game the plastic cup remains in the box but its cover is *removed*. Players snap their winks in the same manner as in the regular game. A player's turn consists of one try with each of his small winks. The object is to snap the winks into the cup or onto the playing board in such a way as to obtain the highest possible score.

A wink which lands in the cup counts 25 points.

Other winks which land on the board count according to the numbers on the rings on which they land. If a wink rests partly in one ring and partly in another ring, it counts only the lower score. A wink that does not land on the board counts nothing. The small winks are picked up after each turn.

The first player to score 100 points, WINS THE GAME.

TIDDLEDY WINKS — BOWLING:

In this variation of the game the cup remains in place with the cover on. 9 of the bowling pins are set up on the white circles on the board and the 10th is placed in the center of the cup cover. Players snap their winks in the same manner as in the regular game. A player's turn consists of one try with each of his small winks.

The object of the game is to knock over the bowling pins and thus score points. A player receives 10 points for knocking over the pin which is on the cup and one point for each of the other pins that he knocks down.

The player with the highest total score *after 10 complete turns is the winner.*