

DIRECTIONS

FOR PLAYING THE POPULAR GAME OF

Jiddledy Winks

ALSO

"Bowling" · "Target" · "Twenty-One"

PARKER BROTHERS, INC.
SALEM, MASS.—NEW YORK—LONDON

Play on a table covered with a thick soft cloth.

TIDDLEDY WINKS:

1. Each player is provided with a set of **counters** consisting of one **large** and several **small** ones of corresponding **color**. The **large counter** is used to press the edges of the smaller ones and make them jump into the **cup** which should be placed in the center of the playing surface. Each player places his counters in a row in front of him. Play passes in turn to the left. If a player succeeds in jumping one of his **counters** into the **cup** he is entitled to another turn. After the game is begun, a player must jump his counters from where they lie on the table.

The Player who **first** jumps all of his **counters** into the **cup**, **WINS THE GAME!**

BOWLING GAME:

2. Remove the cup from the box and turn it bottom up so the bottom sets upright through the hole. Set up 9 Pins on the **white dots** represented on the playing board, and the 10th pin in the **center on top** of the turned down cup. Play in turn, each player snapping **three** of his **small counters** as a **turn**, endeavoring to knock over as many **pins** as possible. Score one for each pin as in regular bowling; ten turns for each player constitute a game and the one having **scored** the **highest total** **WINS THE GAME**. The pins knocked down should not be **set-up** until a player has snapped all three of his **counters**. If the **center pin** is knocked over it counts as a **strike** and scores 10 points for player knocking it over.

TARGET:

3. Each player places the small **counters** of his own color in front of him in a row. **The idea of the game** is to snap the **counters on to the board** to obtain the **highest count** possible, through landing on the numbered circles or in the cup. **Play in turn**, each player snapping **ALL** the counters **of his color**, then taking the **total count** and removing his **counters** from the board. Should a counter land on any of the black lines, separating the circular spaces, score the **lowest number** on which a **portion of the counter** may rest. A Player receives 25 points for each counter he jumps into the **cup**.

The Player first scoring **100 points** **WINS THE GAME**.

"TWENTY-ONE":

4. Each Player, on his turn places his **small counters** on the table at the end of the box opposite where the 21 spaces are located. He then endeavors to pop his counters on to the numbered squares in such a manner that he can get "21" by a **total count** of his counters, or by using a **partial count** of his counters that will total 21. Should any **counters** land on any of the **black lines** separating the various numbered squares, **score** the **lowest number** on which a **portion of the counter** may rest.

The **first** player to secure a **count of 21** in **one** turn, **WINS THE GAME**.