

**TIDDLEDY WINKS**

For 2, 3, 4 or more players.

**OBJECT OF THE GAME:** To be the first player to snap all his Winks into the "Tub."

**DIRECTIONS:** 1. Place the "Tub" in the center of a table and one green pad in front of each player. The pads should all be an equal distance from the "Tub." Note: The Scoring Frame is not used in a simple game of Tiddledy Winks. See Rule 7.

2. Each player takes a set of Counters, — one LARGE one, called a Tiddledy, and the small ones of the same color, called Winks.
3. Players place their counters (Winks) in a row before them.

4. Playing in turn, each player puts one of his Winks on his green pad, and, using his Tiddledy (Large Counter) presses the edge of his Wink with it. He must press, and at the same time draw his Tiddledy toward him a bit. As the Tiddledy touches the pad the Wink will fly up. (Try some practice hops before starting to play.) If your aim is good and your pressure right, the Wink will plop into the "Tub."

5. When a player pops a Wink into the "Tub" he gets an extra turn and can continue playing until he falls.

6. After the game starts, players must jump their Winks from where they lie, after first lifting the Wink and placing the green pad under it. (Should any fall off, they must be replaced near the edge of the table.) The first player getting all his Winks into the "Tub" Wins the Game.

7. **PLAYING FOR SCORE:** To keep a Score for each game, place the **SCORING FRAME** over the "Tub." The player receives as his score the number upon which his Wink lands. Should a Wink land on a line between the numbers on the Scoring Frame the player receives the total of the two numbers, which is 15. A Wink plopped into the "Tub" counts 25. Once a player has received a score for a Wink he may not play it again in that game. When all Winks have been played, the player with the highest score Wins the Game. This is a short, fast game.

8. Tiddledy Winks may also be played on the floor, using a rug from which to pop Winks instead of using the green pads. The same rules apply.

**PARTY TIDDLEDY WINKS**

For a hilarious Party Game have a **TIDDLEDY WINKS PARTY**. Imagine the fun everyone will have snapping Winks from the rug onto tables, up on chairs, over all sorts of obstacles.

**DIRECTIONS FOR PARTY TIDDLEDY WINKS:** 1. The hostess marks a starting place and has also planned 10 or 12 "hazards" and identified each with a number. For Example:

- a. Snapping a Wink over a low stool or pile of pillows.
- b. Snapping a Wink from the floor onto a table and into a cup.
- c. Snapping a Wink onto a chair, then over the back onto the floor.
- d. Snapping a Wink thru the rungs of a chair.
- e. Snapping a Wink onto a coffee table, then onto a davenport.
- f. Snapping a Wink from a davenport onto a table or chair.

2. One guest becomes Scorekeeper and is provided with a list of the player's names, the numbers of the hazards and a column for the score each player gets as he completes his stunt.

3. All players start from the same spot. Each chooses a different obstacle and snaps his Wink to try to complete his stunt. It may take him several snaps of his Wink to reach his goal. He makes each snap from wherever his Wink lands each time. If his Wink lands on a hard smooth surface, he may lift it and place a green pad under it before snapping it. **HIS TOTAL NUMBER OF SNAPS IS RECORDED BY THE SCOREKEEPER AFTER HE COMPLETES EACH STUNT.** Not waiting for the first player to complete his obstacle, — other players, in turn start their plays. The reason for each choosing a different obstacle at the start is to avoid congestion which will develop if all shoot for the same hazard at the same time.

4. A player completing all the obstacles, and having the lowest total number of Snaps on his score **WINS THE GAME.**

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