

## Directions for Playing Three Games on the Piggie-Wiggle Board.

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The game of SHOPPING can be played by two, three or four players. The grocer, the butcher, the doctor and the baker all take their positions in the squares marked for them on the board. The object is to shop with one another and meet at the Post-office, the one arriving there first wins the game. For example, the baker must first visit the butcher, then the doctor and next the grocer and go from there to the Post-office. All must move to the right around the board and call on each other in rotation. Each player moves his men as in checkers. One move takes you on a straight course only through as many squares as are open on the street. When the street is blocked the player stops for his next move, and then moves in any direction that the street is open on a straight course. If the player finds himself in a pocket, where he is blocked on all sides, he must retrace his moves until he comes to a square from which he can continue his journey.

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The game of POSTMASTER can be played by two, three or five players. The postmaster takes his position at the Post-office, while the sub-agents A, B, C and D take their positions in the corner squares marked for them on the board. The postmaster moves first in any direction, then the others move in rotation, the object being to drive the postmaster back to the Post-office, if he can dodge the other players and reach any of the sub-stations A, B, C or D, he wins the game. If the other players are successful in cornering the postmaster at the Post-office, they win the game; this gives the postmaster only one move to his opponents four moves, but even with this seeming advantage, it is no easy matter to corner the postmaster. The four moves can be made by one, two or four players. The rules of the road apply the same as in the game of Shopping.

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The game of CROSS-TOWN can be played by two or four players. Checkers A, B, C and D take their positions marked for them on the board. The object of the game is for A to change corners with D, and C to change corners with B, the one arriving at the opposite corner first wins the game. The rules of the road in moving apply same as in the game of SHOPPING except that in this game the player in moving is not allowed to pass through the Post-office square.

NOTE—Squares referred to as Post-office, Butcher, Baker, Doctor and Grocer are designated by star.

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