

RULES FOR PLAYING
"PILLOW-DEX"
(TRADE MARK.)

Patent Applied For. Copyright, 1896, by Parker Bros., Salem, Mass.

PILLOW DEX is for *any number* of players, Young or Old, divided into two teams on opposite sides of a table. (See illustration on cover.)

The Idea is to keep the Pillow-Dex balloon, which is struck lightly to and fro, *from landing on your side of the line.*

Make it land on your opponent's side of the line if you can, for when it does so, it counts you a point.

The side getting 10 points first WINS THE GAME.

COMPLETE RULES.

INFLATE THE BALLOON OR PILLOW. Take one of the rubber balloons or pillows, and, after warming it slightly by holding it in the hand, slip the neck over the tip of the wooden tube, or mouth-piece, which comes in the box. Blow into the pillow until it is inflated to a length of about eight or ten inches. Tie the neck tightly with thread or string around the part next to the mouth-piece, after which remove the mouth-piece, and the balloon will be ready for playing.

The extra balloons which come with this set are spare pillows for use in case the first is burst by accident.

THE DIVISION LINE consists of a string running through three blocks. Stretch it down the middle of the table, (a dining room table is best,) as shown in picture on the label.

If the table is too small, it can be dispensed with entirely, and *the Line placed on the floor*, players sitting two and one-half feet back of the line.

TWO TEAMS should be chosen; players, according to their sides, taking positions on opposite sides of the table.

TO BEGIN THE GAME. When all are seated, one player strikes the balloon lightly into the air. The game is to keep it in the air by striking it with the *back of the hand* or fingers, and to prevent it from falling on your side of the line.

Don't let the pillow fall on your side of the line for when it does it counts a point for the opposing team, whether you or an opponent struck it.

● If a pillow, even lightly touches the table, floor or body (excepting only the arms or head the point is made.)

THE TEAM FIRST OBTAINING TEN POINTS WINS THE GAME.

In striking the ball four things must be carefully observed. 1st.—Only the back of the right hand must be used. 2nd.—The stroke must always be an upward or horizontal one, and never *downward*. 3rd.—A player *must not rise from his seat* to strike the ball even if it goes over his head.

When a ball falls on or touches the division line (the squares of wood included) it shall not count either team, and the ball shall be restarted by the side that last struck the ball.

Should a ball be broken by accident, another is inflated and the neck tied, the game proceeding as before.

One person should be made umpire.

Extra "Pillow Dex" balloons will be mailed by the Publishers. Six for 25 cents;
PARKER BROTHERS, SALEM, MASS.

From Pillow Dex Tennis
Box



These people are having great Fun! They are playing the laughable,
exciting, new game of "Pillow Dex."

FOR ANY NUMBER OF PLAYERS.

HOW TO PLAY THE GAME.

Inflate one of the balloons.

Divide the players into two teams, sitting opposite sides of the table, down which
a line is drawn (see illustration on cover.)

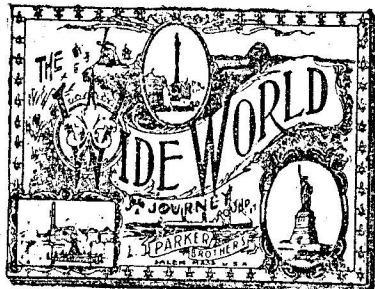
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it counts you a point.

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EXTRA "PILLOW DEX" balloons will be mailed, postpaid, by the
Publishers, Parker Bros., Salem, Mass., 6 for 25 cents; 12 for 50 cents.
We prefer to have you send money order, but we will accept postage stamps.

ASK YOUR DEALER FOR

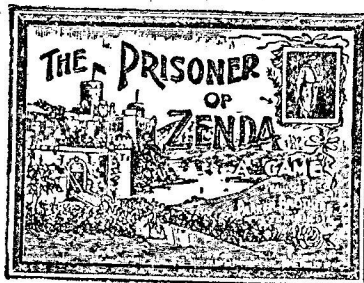


The
Wide World
and a
Journey
Round It.

The finest game of Travel ever published. The playing surface of the game is beautifully illustrated with views of principal cities and localities all over the world. Players start from New York, cross the Atlantic to England, journey through Europe and via the Suez Canal to The Orient, returning via San Francisco to New York. Players meet with all sorts of experiences and adventures. The playing qualities of the game are extremely amusing. It is handsome, instructive and fascinating. Sold by all Dealers, or sent express prepaid for \$1.50.

The
Prisoner
of
Zenda.

This new and exciting game is modeled upon the famous story. The Castle and Town of Strelsau, the Chateau and City of Zenda are pictured upon the board. The game is a struggle of the troops upon one side of the board to gain the Castle and liberate the King, while the players on the other side attempt to seize the City of Strelsau and the Throne. Its playing qualities are admirable. It will please grown people, as well as children. Handsomely issued in many colors and gold. Price, \$1.25.



The
Game of
Waterloo.

Whatever you do,
Play "Waterloo".
It's fun for four and
It's fun for two.
Three can play
If you want them to,
You will be glad that
We told you of "Waterloo"!

Each player has ten pieces, eight brigades of Infantry and two of Cavalry, with which to attack his opponent. Players throw three dice at a time, and play one man for each die. "Waterloo" is a very popular game, and one of the best family games published. A boy of seven and a man of thirty will alike enjoy it. Price, \$1.25.

If you wish extra "Pillow Dex" balloons, they will be promptly mailed by the Publishers, Parker Bros., Salem, Mass., 6 for 25 cents; 12 for 50 cents.



Our Illustrated Catalogue describing all the Parker Games for two-cent stamp.