

DIRECTIONS FOR PLAYING THE POPULAR GAME OF  
**Tiddledy Winks and Bowling**

*Play on a Table Covered with a Thick Soft Cloth*

1. Each player is provided with a set of Counters consisting of one large one called a "Tiddledy," and several small ones of the corresponding color called "Counters" or "Winks," the larger one being used to press the edges of the smaller ones and make them jump into the tub which is placed in the center of the table.
2. Players place their small counters in a row in front of them at an equal distance from the tub, and playing in turn, endeavor to so jump a counter that it will fall into it.
3. If a player succeeds in popping a counter into the tub, he is entitled to a second turn and so on until he fails.
4. After the game is begun, a player must jump his counters from where they lie on the table. (If any fall off they must be replaced near the edge.)
5. The player who first pops all his "Winks" into the tub, WINS THE GAME.
6. A ring not over five inches in diameter may, if the players desire, be drawn around the tub and all counters falling in the ring outside the tub are considered out of the game.
7. If players choose partners they can jump each other's Winks.
8. Players must not touch a counter belonging to an opponent, so if a counter falls so as to partially cover another, the under one cannot be played until the upper one is removed by the player to whom it belongs.

**ANOTHER METHOD**

Place the Pins equally distant apart in a circle around the cup and about three inches away from the cup. *Play as above*, the penalty being if in snapping the Winks any pin is knocked over the player loses his turn.

**DIRECTIONS FOR PLAYING BOWLING**

- Set the Pins up about one inch apart in the manner as indicated by the dots.
  - Play in turn, each player snapping *three* of the small winks as a turn, endeavoring to knock over as many pins as possible. Score as in regular bowling, ten turns for each player constituting a game and the one having knocked over the highest total number of pins WINS THE GAME.
- Pins knocked down should not be set up or removed from their position until a player has snapped all three of the winks. They are then set up as before and the play passes to the next player in turn.

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