

TINKER PINS

"IT'S SKILL THAT WINS"

A game for young and mature, for every season and every place,
where good, clean wholesome amusement is enjoyed.

"THE MORE YOU PLAY, THE MORE YOU WILL"

INSTRUCTIONS

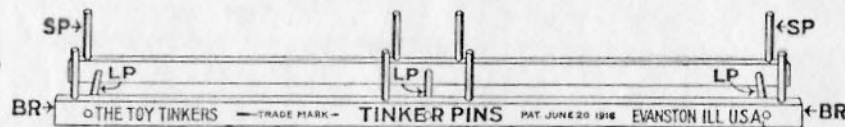


DIAGRAM 1

Showing Bottom Rails put together with three long pins. Also eight short pins in upright position to receive the Top Rails.

Put the two bottom rails (BR) together with the three long pins (LP), pushing pins through holes, flush with the

outside of rails. Insert the eight short pins (SP) in the upright holes, as shown in Diagram 1.



DIAGRAM 2

Put the four top rails in place as shown in Diagram 2. There are two holes in the bottom of each top rail, which fit directly over two of the standing pegs in the position shown. Place the top rails in such a way that lettering at center will read correctly from the outside surface, left to right, as follows: "It's Skill That Wins." Connect the rails at center with bridges (BG) placed in grooves and pushed down hard into position over standing pegs, in such a way that ends of

bridges come below the top surface of rails, thus allowing the spinner to travel over same without obstruction. Insert the four wire braces (WB) in positions shown, in such way that spring in braces will draw the top and bottom rails tightly together in position against the upright pegs. If there is any looseness the braces should be bent together a little at the center, and again inserted in the small holes in top and bottom rails.

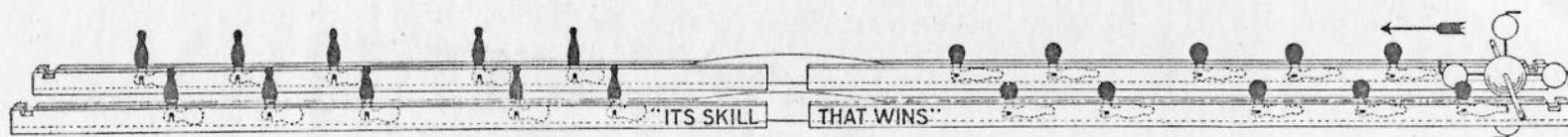


DIAGRAM 3

Showing Pins in position at each number ready for play to begin from end where Spinner is shown in place.

(Ten pins up, at left, short arms down toward center)

(Ten pins at right, short arms up, long arms down toward end)

There are 20 metal pins (PN), 10 for each end of the alley. These are to be inserted in grooves of rails at each number. The slot at the bottom of each pin goes directly over pivot at each number. When setting the pins in place, be sure that the short arm of pin is turned toward bridge at center. This applies to both ends of the game. Before first starting the game, however, the ten pins at the end of the alley from which play is to begin, must be tipped over with the long arm of the pin pointing toward that end of the alley. See diagram 3.

back as many times as desired before it hits the first pin to be automatically set up in the near alley, but it cannot be touched after hitting this pin. Let the spinner leave your fingers with proper speed and centrally guided, rolling smoothly on the rails. The balls will be at the outer end of hooks when

Put spinner together as shown in diagram 4. Insert screw hooks (HK) through balls (BL) and turn hooks to uniform depth firmly into holes in hub (HB). Be sure the hooks are all pointed in the same direction. By screwing hooks into hub until they reach the metal axle and then adjusting them in line, a perfect balance of the spinner will be assured. The speed of the governor can be changed, however, according to the depth to which the hooks are turned.

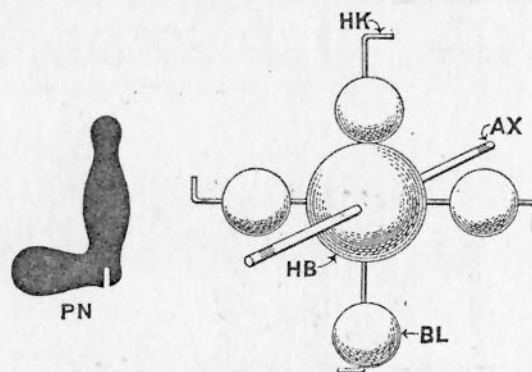


DIAGRAM 4

Showing Spinner or Gyro Governor put together
Also outline of one of the 20 metal pins

Propulsion is given the spinner by resting the axle on the rails and twirling the corrugated ends through thumb and fingers of each hand. Keep twirling until a proper speed has been attained to carry the spinner the length of the rails without going into the notches at the far end, as such a shot cancels the count. The spinner can be released and drawn

spinner is in motion and are for the purpose of bringing about a quick stop when rotation falls below a certain speed. Skill in propelling the spinner comes with practice and when acquired brings fascination and interest that is continuous.

To further illustrate the operation of counting, we will say that player "B" makes a strike the first time. He then puts a cross mark in the upper right hand corner in the first square of his score sheet. On the next play he propels the spinner clear through into the ditch. His first score then remains 10, and as his second is nothing, he is able to add nothing to his score of 10, but simply brings his total of 10 forward and so marks it in his second square. (See score "B" on diagram.) On his next play "B" makes 7, thus bringing his total to 17. On the next following play he makes a strike and on the next succeeding play he makes 8, thus making 18 to be added to 17, or a total of 35 to be marked in his fourth square, with 8 added to this, making 43, to be marked in his fifth square. Continue in this manner, giving each player 10 turns, and 1 extra play, if a strike is made the 10th turn.

Should pins not be in correct position or should they stick in operation, causing displacement of spinner in its journey along the rails, a "foul" may be called and the player allowed to repeat his shot, after pins have been duly placed in working order. To be counted fairly pins should be knocked all the way over. Displacement of spinner, caused by hitting against rails is not counted as a foul when due to lack of skill on the part of the player.

Any number can play, either singly or on sides. In team playing, score should be kept individually to record the work of each player and total added for each side.

Score sheets may be easily made with paper and pencil by following the lines shown in the above diagram. Interest is increased when score sheets are made large size, and hung on the wall where all may observe the progress of the game.

While, as in Bowling, the "Ten-pin" game is the most popular, any number of different games may be devised on the Tinkerpin alley, such as four pins placed at selected points at each end of the alley. Count may be arranged to suit, by allowing a certain number of shots or playing for a total number, such as 100, the first to reach the number being declared winner, unless opponent in an equal number of shots ties the game.

Another good game is the Concealed Number game, in which opposing players write any number from 1 to 10 on a piece of paper and place same in a hat. The object is for opposing player to roll spinner just hard enough to knock over the pin in his opponent's alley, corresponding to the number which he thinks his opponent has written on the paper. The player who turns up opponent's pin corresponding to the number opponent has placed in hat shall be declared the winner. Spinner must stop before touching the next pin. The elimination of the false numbers is very interesting, centering the anxiety at last upon two or three pins. Players should be allowed an equal number of turns and if each player is successful in turning up the correct pin in an equal number of turns, the game shall be called a "draw," in which event it shall be bowled off.

The ingenious user will find opportunity for elaboration and number of games possible with the Tinkerpin alley, but, as before stated, the "Ten-pin" game will be found the most interesting. As in everything else, practice makes perfect, and after the player has developed skill in his shots, Tinkerpins will be found to have all the fascination of such games as Bowling, Billiards or Golf, with the element of their expense entirely eliminated.

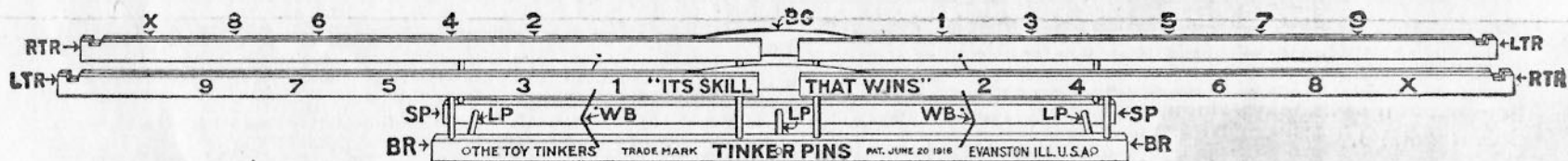


DIAGRAM 2

If through constant use or misuse, any parts of the game become damaged or broken, they will be replaced at the following prices:

| | | | | |
|------------------------|---------------------|-------------|------------------------------|-------------------|
| LTR—Left Top Rail | BG—Bridge | 2 for 10c | Axle and Hub | 1 for 10c |
| RTR—Right Top Rail | SP or LP—Short or | } 5 for 10c | Governer Balls | 5 for 10c |
| BR—Bottom Rail | Long Pegs .. | | } 11 for 15c | Screw Hooks |
| Price— 2 Rails for 20c | WB—Wire Brace | 4 for 10c | Supply of Score Sheets | 10c |
| 4 " " 35c | PN—Pin | 10 for 10c | | |
| 6 " " 50c | " " | 20 for 20c | | |

PRICES INCLUDE PARCEL POST DELIVERY TO POINTS IN U. S. A.

ADDRESS

THE TOY TINKERS, Evanston, Ill., U. S. A.

