

KIDDIE-DOMS

A GRAND GAME FOR LITTLE TOTS

Seat the children around a table—four is a good number.

Tell them to turn all the blocks, face down, and shuffle to their hearts' content. (The colors can't rub off!)

Every child draws 4 blocks and stands them up in front of him—the remaining blocks form the Fish Pond.

The youngest plays first, placing any block in the center of the table to start the beginning of the line.

Now going around the circle, to the left, each child plays a block which matches the color at either end of the line, being sure to place his block, end to end with it—so that the matching colors are together.

Should a youngster be unable to play when his turn comes around, he goes a-fishing in the pond to catch a block, whose color will match either end of the line. If, after drawing one block, he still can't play, the game goes on and he must wait for better luck on his next turn.

Occasionally, no one can play—in this case the child having the fewest blocks in front of him wins—but ordinarily, the winner is the first kiddie to dispose of all of his blocks.

FOR OLDER CHILDREN AND GROWN-UPS

Following the rules of Kiddie-Doms, try to play a block that will make both ends of the line, the same color. This counts five (5) points.

Ten (10) points are allowed to the player who first gets rid of all his blocks; and he also scores one (1) point for each block then held by all other players.

The first to score fifty (50) points wins the game.

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