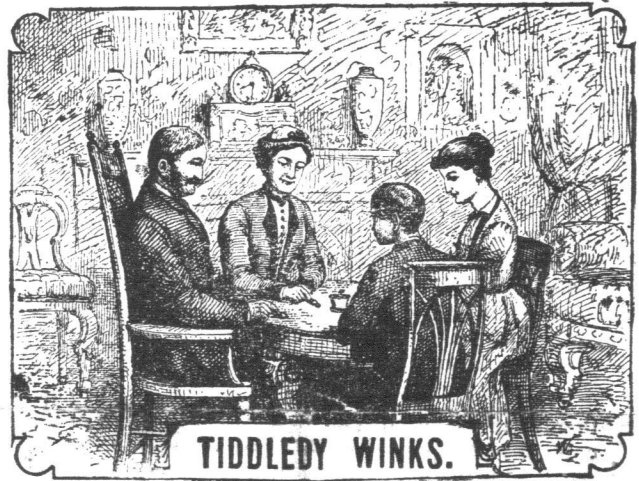


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The New Round Game.



TIDDLEDY WINKS

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DIRECTIONS.



THIS Game may be played by any number of people (two, or four in partnership is best) on any card or similar small table, with a thick cloth on.

A pool should be formed by the players before commencing. Each player is then provided with four or six small counters of the same color and one large one, the use of the larger one being to press the edge of the smaller, and in that way cause it to jump into the cup, which is placed in the centre of the table.

The players place their counters in line in front of them at any equal distance round the table from the cup, and after playing out all their counters from the starting points, are at liberty to play with any counter of their own color they please.

The game is played in turn, but the player, if successful in scoring (*i.e.*, putting a counter into the cup) is entitled to play again with another of his counters, and so on until he fails.* The player who first gets all his small counters into the cup wins the pool, and if agreed beforehand, may claim as forfeits all the counters then on the cloth, and be paid by the respective owners of the same.

On no account is a player allowed to touch his opponent's counters, so that should it so happen that accidentally one of his adversary's men in any way covers the counter he wishes to play with (no other being available) he must wait until his opponent has

* The game may also be played by the turn passing on after each shot, whether successful or not.

removed his counter before he can play. A player may not *intentionally* cover his opponent's counters. Should a counter roll off the table, it is to be replaced one inch from the edge, where it fell off.

Partners sit opposite as at whist, and may play with each other's counters.

VARIATIONS.

By marking on the cloth with a piece of French chalk a ring about four inches diameter, and placing the cup in the centre, the game may also be played with the following variations.

I.—Any counter falling within this ring is to be considered dead, and the winner to be the player who gets the most counters into the cup.

II.—Any counter falling within the ring must be returned to its proper starting point, and played out by the player at his next turn.

III.—Any counter falling within the ring, the next or subsequent player during that round is at liberty, if he choose, to play it (instead of his own) to any part of the table he may consider most advantageous to himself. If not, the player to whom it belongs is at liberty to play with it at his next turn in the usual way.