

RULES FOR PLAYING THE GAME OF
HICKERY, DICKERY, DOCK.

Published by Parker Brothers, Salem, Mass., U. S. A.

"Hickery, Dickery, Dock!
The mouse ran up the clock.
The clock struck one
And down he 'run.'
Hickery, Dickery, Dock!"

A PLEASING GAME FOR LITTLE FOLKS.

Two, three or four may play.

Each player selects one piece, and puts it upon one of the spaces at the bottom, marked "Start Here" or "Or Here."

One player begins the game by spinning the indicator, and moving up as many spaces as the indicator shows.

Players play in turn, the object being to reach the upper space first.

THE PLAYER REACHING THE UPPER SPACE FIRST, WINS THE GAME.

Players spin and move in turn.

A player *must reach the upper space by exact spin.* That is to say, if he is on a space, two spaces from the top, he must spin a TWO to reach the top. If he spins a Three, Four or Five he must not play, because such a spin would take him past the top space, and he has no right to move.

"WHEN THE CLOCK STRIKES ONE," that is to say, when a player spins a ONE, instead of moving forward one space, his piece must immediately be dropped to one of the spaces marked "Start Here" or "Or Here," and this player's piece is obliged to climb up again.

EXCEPTION.

If a player should be just *one space from the top*, requiring merely the spin of a ONE to take him to the top space, he may on spinning ONE move to the top space, and **WIN THE GAME.** *In all other cases*, if he spins a ONE, he must fall to the bottom.

Either side of the board may be used by the players, the object of having two tracks being merely to give the players' pieces plenty of room.

In playing games, always remember not to count the space from which your piece starts as one. Count the space next to it one.

Send two-cent stamp for our Complete Illustrated Catalogue, describing all of the PARKER GAMES.
PARKER BROTHERS, SALEM, MASS., U. S. A.