DIRECTIONS FOR PLAYING THE GAME OF

JOLLY BOBBERS

(Trade Mark)

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A GAME FOR ANY NUMBER OF PLAYERS The game is played on a *long table* or on *a smooth floor.*

First set up the game by inserting the *dowel posts* into the holes in the two bases. Then place one of the *numbered cubes* in *each cup* at the top of *each* comical figure.

The players should stand about *ten feet away* and roll the three balls *one at a time* toward the figures in an endeavor to strike the numbered discs at the base of the figures, thereby causing the cubes to fall forward out of the cups.

Each player throws three balls in turn one at a time and the score is counted as follows:—

For each numbered cube knocked out of the cup MULTIPLY the number showing on top as it may have fallen by the number of the Figure from which it fell. Example: A cube falls from Figure No. 5, landing with the Number 3 showing on top. Score for this play is 15, thus (5×3=15). The player first scoring a total count of 500 points WINS THE GAME.

ANOTHER METHOD OF PLAY Each player rolls three balls in turn *one at a time* (as a Round) and has three different Rounds which are scored or counted as follows:—

First Round: For each numbered cube knocked out of the cup ADD the top number of this cube to the number on the Figure from which it fell. Example: A cube falls from Figure No. 5, landing with the Number 3 showing on top; score for this play is 8, thus (5+3=8).

Second Round: SUBTRACT the lesser number of the two from the greater. Example: A cube falls from Figure 5 landing wtih Number 6 showing on top and one from Figure 15 landing with Number 2 showing on top. Score for this play would be 14, thus:—

(Figure 5 play)   1 thus (6—5= 1)
(Figure 15 play) 13 thus (15—2=13)

                          Total   14 for this Round

Third Round: For each cube rolled out of the cup MULTIPLY the top number on this cube by the number of the figure from which it fell. Example: A cube falls from Figure 5, landing with Number 2 showing on top and one from Figure 10 landing with Number 1 showing on top. Score for this play would be 20, thus:—

(Figure 5 play) 10 thus (5 x 2=10)
(Figure 10 play) 10 thus (10 x 1=10)

                          Total   20 for this Round

FINAL SCORE: Add the Totals of the First, Second and Third Rounds into *one grand total* and the player scoring the Highest Count WINS THE GAME. Example: See specimen counts under "Examples" above:—

First Round _____ 8
Second Round _____ 14
Third Round _____ 20

Total _____ 42
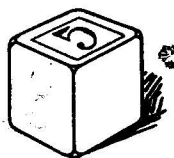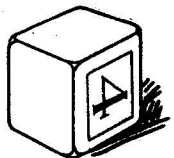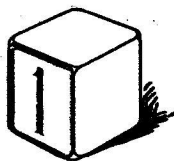
Or continue to play and record the totals of each play until one of the contesting players has scored a total of 500 Points, who WINS THE GAME.

NOTE: All players should have an equal number of turns and if two or more are over 500 points on the last turn the highest total score WINS.