



RULES FOR PLAYING **WHIRL-IT**

The idea of the game is to place the marbles in the centre of the board and spin the top. The marbles will be knocked hither and thither by the twirling top, some or all of them landing in the holes made for the purpose.

Each player has five turns, and scores as many points as the numbered holes count up to which he fills. The player making the greatest count **WINS THE GAME.**

The great card games **BLOCK, PIT, Sherlock Holmes** and **ROOK** Cards are available from all leading retail dealers, or they will be mailed by the publishers on receipt of price, 50 cts. each.

PARKER BROTHERS, Salem, Mass.
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