two numbers selected, the player would score 10 points for each designated value of the counter.

A player may also choose a combination of four numbers by placing his counter directly at the intersecting lines of two columns like, 1, 2, 3, and 4, or 3, 4, 5, and 6, or 19, 20, 21, 22, etc. and if the spin stops at any of the numbers selected, the player would score 5 points for each designated value of the counter.

In all of the above suggested methods of playing Whirlette, only such players as select winning chances score, all others lose.

Any simple method can be used for keeping score, each player being credited with the points won and each player being charged with the points lost.

The above are only a few methods suggested for playing Whirlette. Other methods will suggest themselves and may be used.

HOW TO PLAY SPINGO

This game may be played by from one to four players. Each of the players places his counter in the zero space and each in turn spins the spinner moving his counter forward or back the value indicated by the number at which the pointer stops. The winner is the player who succeeds in reaching 100 first. To make the last move into the 100 position, the player must spin the necessary number of points required. For example: If the counter is moved to the 95 position, the pointer must stop at the figure 5 before the player can move into the 100 position.

HOW TO PLAY WHIRLETTE

To play the game of Whirlette use the numbers 1 to 24 on the number dial and the corresponding numbers 1 to 24 on the side boards. This game can be played by two or more players. First place an agreed point value for each counter. Then each player places a counter on the number or numbers he desires to play to take a chance on. Select someone to whirl the spinner and let it revolve until it stops by itself. The number at which it stops is the lucky number and all players having chosen this number win twenty points for each designated point value of his counter. All others lose the designated point value of their counter.

A few other variations of playing Whirlette are given herewith. A player may play only even numbers like 2, 4, 6, etc. or odd numbers like 7, 9, 23, etc. in which event the spin indicating an odd or even number would score one point for the designated value of the counter.

A player may select a complete row of numbers in a straight line, for instance, 1 to 23 inclusive or 2 to 24 inclusive and if the spin stops at a number in the horizontal row selected, the player would score two points for each designated value of the counter.

A player may select to choose a combination of two numbers, by placing his counter directly beneath the column in which the numbers appear. For example if you desire to play both 9 and 10 or say 15 and 16 you would put your counter below the numeral 10 or below the numeral 16, etc. and if the spin stops at either of the