

RULES FOR PLAYING:

TIDDLEDY WINKS AND OTHER INTERESTING GAMES:

TIDDLEDY WINKS

The game of Tiddley Winks is played on a table with the use of large and small winks, and a cup which is the target. The small winks are made to hop into the air towards the cup by placing the edge of the large wink on the small one and drawing it quickly over the edge with the degree of pressure necessary to make the small wink hop the required distance to the target.

A soft elastic surface is the best from which to make the winks hop, and the pads supplied herewith may be used on the table may be covered with a [#] tick cloth.

At the start the cup is placed in the center of the table and each player places his small winks before him the same distance from the cup as the other players' winks are placed. One player starts the game, and the others follow in turn to the left. Each player may hop only one wink at each turn except that whenever he hops one into the cup he is allowed another turn. After each wink has been hopped from its original position, the players may play any of their winks which did not go into the cup from the position in which they lie or return them to the starting ^t point for the next hop.

The player who first hops all of his winks into the cup wins the game.

Tiddley Winks Ten Pin:

Stand the ten pins up as shown by the dots in the diagram, keeping them about one inch apart.

The players each select three small winks and, placing them flat upon the playing surface, direct each one at the ten pins with a snap of the finger. Each player snaps three winks at each

Tiddledy Winks Ten Pin Game:

Continued,

turn, and the object is to see how many pins he can knockdown. Pins are left as they fall until each player has snapped his three winks.

All the pins are then set up for the next player's turn. Count is kept as in regular bowling and the player with biggest score at the end of ten turns wins the game.

Topple Pins

The ten pins are set up as guards, an equal distance apart in a circle about three inches outside the cup. The game is then played the same as regular Tiddledy Winks except that when a player knocks over a guard when attempting to hop a wink into the cup, he loses his next turn. The first player to get all of his winks into the cup wins the game.

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