

## DIRECTIONS

3 – Mother calls him back for a parcel, must start afresh.

5 – Meets a playfellow, while they talk he misses a turn.

8 – Gets a ride by omnibus to 16.

11 – Stops to buy apples, misses a turn.

14 – Gathers flowers, misses 2 turns.

17 – Gets a ride on Johnny's pony to 27.

20 – Falls down, must wait till some one comes to pick him up, or miss 2 turns

23 – Gives a poor child an apple, misses 1 turn.

26 – Runs on to 26.

29 – Remembers he has left his parcel at 19, must go back for it.

32 – Gets a ride in baker's cart to 40.

35 – Sees something strange in the hedge, while he looks at it, misses 2 turns.

38 – Stops to join some boys in a game of marbles, misses 1 turn.

41 – A friend give him a ride to 46.

44 – Stops to buy a bun, misses 1 turn.

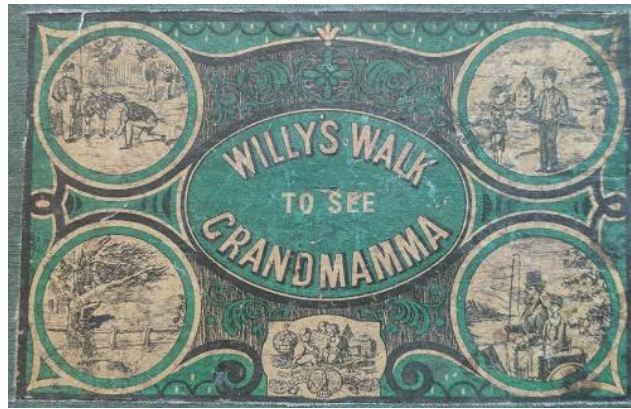
47 – Watches some boys flying a kite, misses 2 turns.

50 – Runs on to 55.

53 – Meets Uncle, while they talk he misses 1 turn.

56 – Stops to spend a penny, misses 1 turn.

59 – Gives a boy a penny for a ride on his donkey to 69.



62 – Has lost a glove, goes back to 52 to find it.

65 - Sees some boys teasing a dog, begs the poor creature off, and misses 2 turns.

68 – Uncle overtakes him,

takes him on to Grandmamma.

71 – Climbs a tree for a bird's nest - misses 2 turns.

74 – Runs straight to Grandmammass.

77 – Stops to talk, misses 1 turn.

## RULES:

- I) This game is played with a teetotum and small blocks marked with letters of the alphabet.
- II) Any number of players are allowed but six or eight is best.
- III) A player chooses his letter, then spins the teetotum and his block is placed upon the number turned up, of course, according to the directions on the other side.
- IV) 4, It is best to choose a chairman and allow none to touch the blocks but him.
- V) As each player spins, he should call out '6' for 'A' or '2' for 'B' and no persons should spin till the former spinner's move has been made.
- VI) The coloured squares mark the numbers to which any advantage or disadvantage is attached.
- VII) If the player makes more than 79, he must count the over plus back - 78,77, and no one is Game till he has made the exact number. Of course, players will see from the directions that 68 or 74 are Game at once.