

DIRECTIONS.

WILL

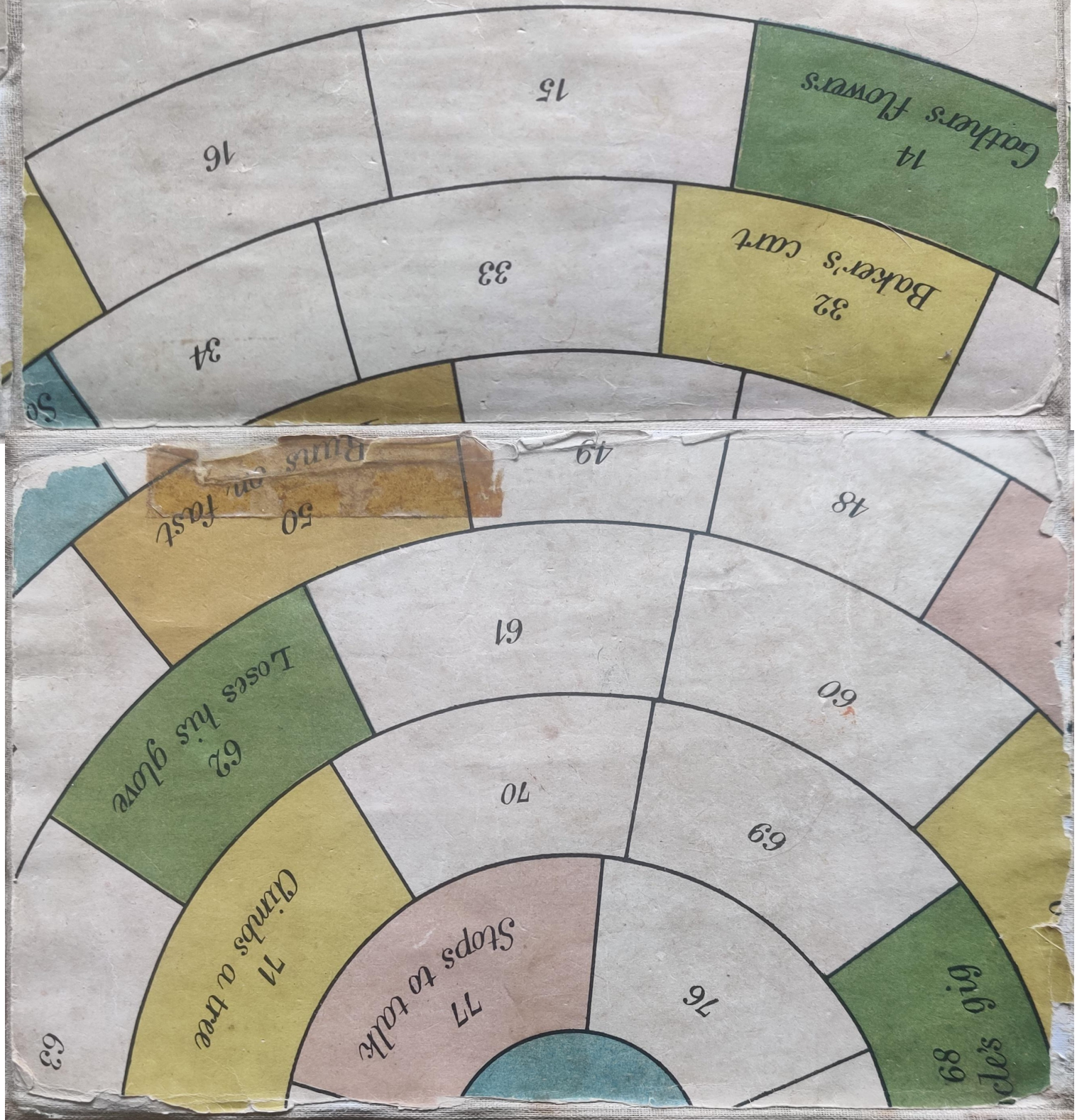
- 3— Mother calls him back for a parcel, must start afresh.
- 5— Meets a playfellow, while they talk he misses a turn.
- 8— Gets a ride by omnibus to 16.
- 11— Stops to buy apples, misses a turn.
- 14— Gathers flowers, misses 2 turns.
- 17— Gets a ride on Johnny's pony to 27.
- 20— Falls down, must wait till some one comes to pick him up, or miss 2 turns.
- 22— Gives a poor child an apple,

misses 1 turn.

- 26— Runs on to 36.
- 29— Remembers he has left his parcel at 19, must go back for it.
- 32— Begs 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



Y'S WALK TO SEE GRANDMA



MMMA.

RULES.

I. — This Game is played with a Tootum and small blocks marked with the Letters of the Alphabet.

II. — Any number of players is allowed, but six or eight is the best.

III. — A player chooses his letter, then spins the Tootum, and his block is placed upon the number turned up, subject



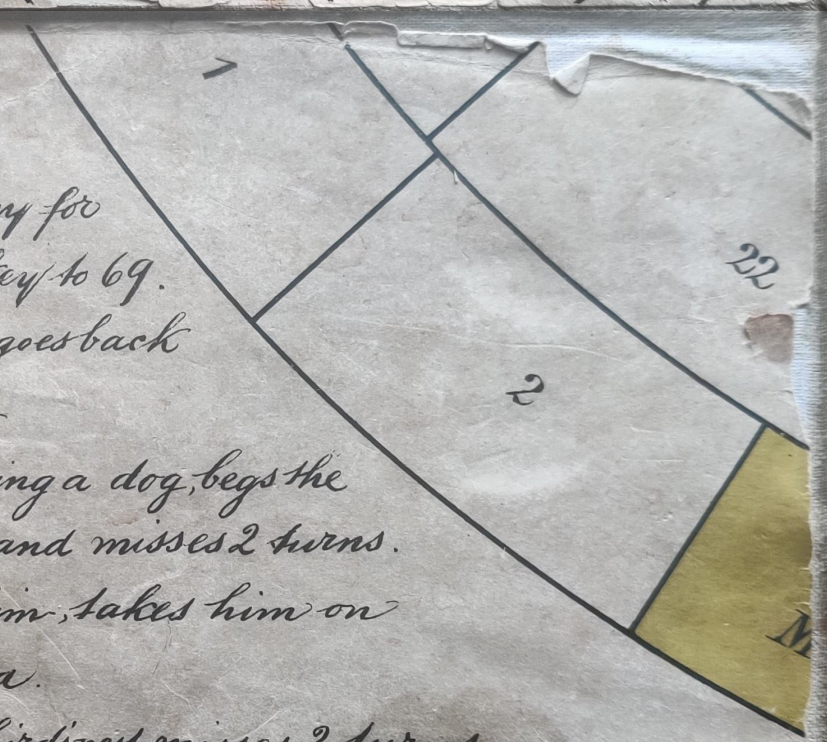
IV. — It is best to choose a chairman, and allow none but him to touch the blocks.

V. — As each player spins, he should call out "C" for "A" or "2" for B, and no person should spin till the preceding spinner's

- misses 1 turn.
- 41—A friend gives 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 Grandmamma's house.
- 77—Stops to talk, misses 1 turn.







made.

VI.—The coloured squares mark the numbers to which any advantage or disadvantage is attached.

VII.—If the player make more than 79, he must count the overplus back, thus 78, 77, and no one is Game

but he has made the wrong number. Of course players will see from the directions that 68 or 74 are Game at once.

Entered at Stationers Hall.