



RULES FOR
PARKER BROTHERS GAME

WALK A CROOKED MILE

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Made in U.S.A.

For 2, 3, or 4 Players

Object

The object of the game is to be the first player to complete the Crooked Mile journey by arriving at the space in front of the Crooked Little House.

Equipment

The equipment consists of four Crooked Men playing pieces, a spinner and a Crooked playing board.

Preparation

Each player selects a playing piece, and places it in the red circle marked Start. There are four holes in each circle so that all players may occupy the same space at one time.

The play

In this game a player continues to spin the spinner as long as he spins the proper direction, either up or down, which

permits him to move forward along the path. His turn ends when he cannot move forward in the direction which he spins. For example: The player selected to go first spins, and if the arrow points to the word "Down" he moves to the next space, as this is in a downward direction. He spins again, and if the arrow points to "Up" he moves his piece to the next space, as this is in an upward direction from the second space. He spins again, and if the arrow points to "Up" he can not move further, as the next space is in a downward direction. If a player spins an "Up" on his first spin, he cannot move and the turn passes to the next player. Thus it is possible for a player to make several moves on a turn or no moves at all.

The second player then takes his turn in the same manner, by spinning and moving his playing piece as long as he continues to spin the correct directions. Other players then follow in turn in a clockwise direction.

Winning the game

When one player has moved his Crooked Man to the space in front of the Crooked Little House, he has won the game.



We will be glad to answer inquiries concerning these rules.

Address:

Parker Brothers, Inc.

Box 900

Salem, Massachusetts

