RULES FOR
PARKER BROTHERS GAME

WALK A CROOKED MILE

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:
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