

Directions for Playing the Bringing-up-Father Game

The game may be played by two, three or four players who may select the parts of the characters they wish to play. The first move is decided by lot or by spinning the arrow. The highest spin moves first. After that, the winner of each game has the first move in the next game, the player on the left the second and so on.

The one who moves his counter to the centre of the board first—the center is 62—wins the game.

Each player spins the arrow and moves his counter the number of points the arrow indicates. A player landing on "Ha! Ha!" advances two points. A player landing on "Outta Luck!" goes back two points. When a player lands on "Ouch!" he moves his counter back the number of points which the NEXT player spins, immediately following.

When a player lands on "Home James!" he has to go back and begin the game all over again.

When a player lands on "Hooray!" he has another spin and move, BUT before he takes it he has the privilege of moving the counters of all the other players, backward or forward, any number of points he chooses up to and including 5 points. Only he must move the counters of all the other players the same number of points. If this lands the other player's counter on "Home James!" "Ouch!" or "Outta Luck!" that player must accept the consequences of landing upon that point.

When the counter lands upon 61 it must immediately move to 39.

The center of the board—62— can only be reached by an exact number. If, toward the end, a player spins a number that would carry him beyond 62, that spin counts backwards from where he was. His next spin takes him forward again unless, of course, it would carry him beyond 62.

HAVE YOU SEEN THE BOOK OF "BRINGING UP FATHER?"

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