

INSTRUCTIONS FOR PLAYING
Game of Alice in Wonderland

For Two to Four Players

DO YOU REMEMBER HOW ALICE RAN AFTER THE WHITE RABBIT RIGHT DOWN THE RABBIT'S HOLE AND THEN FOUND HERSELF IN A STRANGE PLACE WHERE ALL SORTS OF QUEER THINGS HAPPENED TO HER? THIS GAME WILL TAKE YOU THROUGH ALL THOSE EXCITING ADVENTURES.

THE OBJECT OF THE GAME is to see which player will complete the journey and arrive at the "End" first.

THE IMPLEMENTS consist of one indicator and four pawns distinguished by different colors.

THE BOARD represents the mystic maze through which Alice wandered and pictures the numerous adventures encountered on her eventful journey through Wonderland.

TO BEGIN, each player has one spin, and the player who spins the highest number is entitled to start the game. The player who spins the next highest number is second, and so on. If two players should spin the same number each is to take another spin to decide which one is entitled to the next play. The players then continue to spin in turn and each player must spin one to enter the starting space "THE RABBIT HOLE." After entering, the pawns are moved forward according to spins, wandering through the mystic maze to the end of the journey. When a player's pawn lands on spaces on which instructions are marked, the player must follow them.

When the player is near the end of the journey he or she must spin the exact number in order to go out.

THE GAME IS ENDED when any one of the players arrives at the "End" of the journey first.

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