

# DIRECTIONS FOR PLAYING "CURLY LOCKS"



## FOR TWO, THREE OR FOUR PLAYERS

Each player selects *two pieces* of the same color.

Each player places one of his two pieces in one corner of the board and *the other in the opposite corner.*

Spin the indicator in turn and move either piece as many spaces as spun. When travelling on any of the circular track follow the direction of the **long arrows.**

A player on reaching the *first outer circle* must play around this circle until his piece reaches, *by exact spin,* one of the white spaces marked "**landing here, follow arrow,**" and shall, then on his next turn play into and around the *second circle* until his piece lands, *by exact spin,* upon a blue space marked "**landing here, follow arrow,**" On his next turn he plays into the *third circle* and around it until his piece lands upon one of the white

spaces marked "**landing here, follow arrow.**" On his next turn he shall play into and around the *centre circle,* until his piece shall rest upon **any one** of the *blue spaces* **by exact spin** when the piece shall be placed upon the picture of "**Curly Locks.**"

A player *may start* his second piece at any time, and can play either of the two as he pleases.

Players may pass each other on the same track, but cannot rest upon the same space. Should a player's spin bring him onto the same space with another he shall lose that turn unless he can use the count in playing his second piece.

The player first succeeding in getting *his two pieces* onto the picture of "**Curly Locks**" **WINS THE GAME.**

# CURLY LOCKS

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