

# RULES FOR THE

# CLIMB THE MOUNTAIN

## GAME

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For 2, 3, 4, 5 or 6 players

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SALEM, MASSACHUSETTS  
NEW YORK CHICAGO  
MADE IN U.S.A.

The Object is to be the first player to reach the top of the mountain.

The only playing pieces required are one token for each player and a spinning indicator.

Begin the game at **START**; each player in turn spinning the double-pointed arrow. When it stops spinning, the player may choose between **EITHER** of the two numbers indicated. For example, if the arrow points to 5 at one end and 2 at the other, the player may advance to the nearest 2 on the track or the nearest 5, whichever number he thinks will help him most. (In this example, number 5 is undoubtedly best as this move will immediately advance his token right up to the track above.)

**If the arrow stops on a line, spin again.**

A "**Helping Hand**" lifts a token from the space where it stops, UP to an advanced space indicated by a small arrow to the track above. A "**Land-slide**" (either of the two spaces enclosed together) or the "**Whirlwind**" sends a token DOWN to the space below, also indicated by an arrow. If your token comes to rest on a space already occupied, your token "bumps" that token back to the nearest UNOCCUPIED space of the SAME COLOR. At the beginning this may mean returning to **Start**. A token must be moved on each turn, except when it is resting on the last number 2 or number 5 space ABOVE the "**Whirlwind**."

When a player's token reaches those spaces, it must wait until the player spins a 1-6 or a 6-1 to win the game — however, a token may be "bumped" down while waiting. The first player to reach the top wins the game.