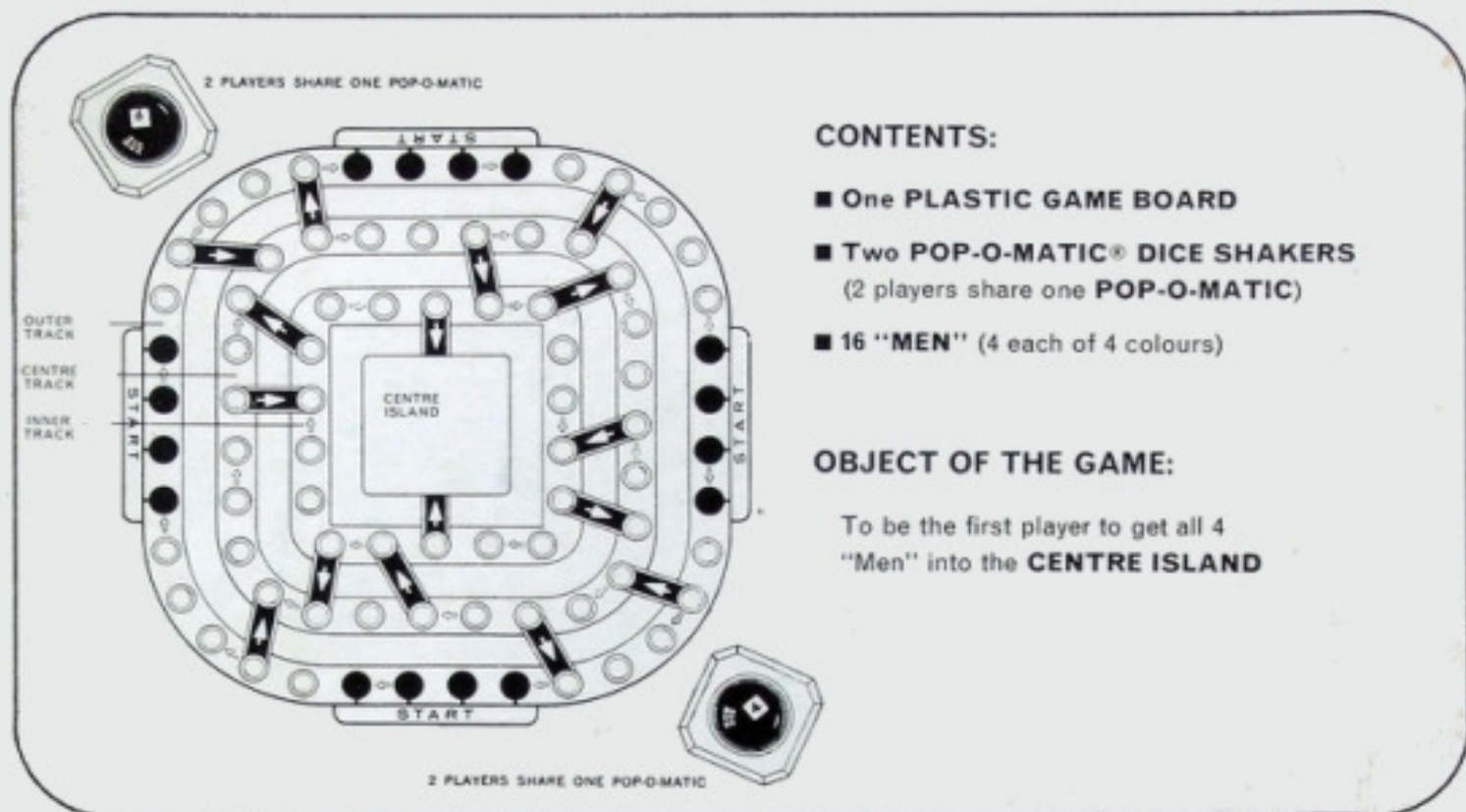


RULES FOR THE GAME OF

Cross Over the Bridge™

FOR 2, 3 OR 4 PLAYERS



CONTENTS:

- One PLASTIC GAME BOARD
- Two POP-O-MATIC® DICE SHAKERS (2 players share one POP-O-MATIC)
- 16 "MEN" (4 each of 4 colours)

OBJECT OF THE GAME:

To be the first player to get all 4 "Men" into the **CENTRE ISLAND**

1. Place the Game Board in the centre of the table.
2. Each player selects 4 "Men" of the same colour and sets them onto the 4 **STARTING CIRCLES** directly in front of him. The **STARTING CIRCLES** are marked with **DOTS**.



3. To **POP** a number press down the **POP-O-MATIC** and release it. Each player presses the **POP-O-MATIC** the highest number starts first. During the game, players take their turns to first **POP** and then **MOVE** a "Man" in clockwise direction. Players are entitled to an extra **POP** and extra **MOVE** if they **POP** a **SIX**.

4. The "Men" are moved clockwise by counting off as many circles as the number shown on the dice. The circles are counted whether they are empty or occupied, but a "Man" can be moved only if it can land on a circle that is not occupied.



5. Player must make a **MOVE** after each "POP". He has the choice of moving any one of his 4 "Men". However, when all available moves land on circles already occupied by other "Men", the player cannot make a move until his next turn.

6. Each "Man" is moved around the **OUTER TRACK** until it lands on a circle in front of an **ENTRANCE** to a **GREEN BRIDGE**. The "Man" then crosses over to the **CENTRE TRACK**. The actual crossing of the Bridge is a "FREE MOVE" and is not counted.



7. If a player lands at the **ENTRANCE** to a **GREEN BRIDGE** and finds the **EXIT** of the **BRIDGE** occupied, he may either keep his "Man" at the **BRIDGE ENTRANCE** until the **EXIT** circle becomes empty (and then **IMMEDIATELY** cross his "Man" "OVER THE BRIDGE") or he may continue on the **OUTER TRACK** during his next move without crossing.
8. A move cannot be started on one **TRACK** and continued on another **TRACK**. (Except for the "FREE MOVE" over the Bridge).



EXAMPLE OF MOVE NOT PERMITTED



9. Once a "Man" is on the **CENTRE TRACK** it is moved around and crosses over to **INNER TRACK** and from there to **CENTRE ISLAND** in the same manner.

10. If a "Man" lands on a circle in front of an **ENTRANCE** to a **RED BRIDGE** it **MUST** cross the Bridge **BACK** to the next **TRACK**.

11. If the **EXIT** circle of the **RED BRIDGE** is occupied, the player may continue on his way without having to move across the **RED BRIDGE**. However, if the **EXIT CIRCLE** becomes empty and his "Man" is still at the **ENTRANCE** to the **RED BRIDGE**, he must make the backward move **IMMEDIATELY**.



12. Only landings on circles at **BRIDGE ENTRANCES** require crossings (follow arrows).

13. A player making a move may change his mind as long as he is holding onto his "Man". Once a player sets his "Man" down and lifts his hand, the move cannot be changed.

THE WINNER

is the first player to enter all four of his "Men" in the **CENTRE ISLAND**. The remaining players may continue the game to see who comes in second and third.

If you have any queries concerning the rules of "CROSS OVER THE BRIDGE"

write to

PETER PAN PLAYTHINGS LTD
4/10 RODNEY ST., LONDON, N.1

Please enclose a stamped, addressed envelope and we will forward an immediate reply.

Made in England by
PETER PAN PLAYTHINGS LTD LONDON, N.1

Makers of these other great games
FRUSTRATION™ ■ HEADACHE™
HATS OFF ■ SNAKES IN THE GRASS™

© 1970 KOHNER BROS. INC.
East Paterson, N.J. U.S.A.