

criss cross T.M.

FOR 2 PLAYERS

Split-second timing and instant response are what counts in this action-packed game. Players roll their balls, with the OFFENSE player trying to dodge the DEFENSE player's balls as the OFFENSE shoots down the twisting zigzag ramps. Moves must be carefully timed by the DEFENSE to intercept the OFFENSE's balls where the ramps criss-cross. If the DEFENSE succeeds, he racks up points...but if the OFFENSE's balls go all the way without getting knocked off, it's a score for him! The first player to score 300 points is the winner!

MATERIAL

PLAYING FIELD • 2 LEGS • 1 LEVEL ADJUSTMENT PIECE • 1 RAMP EXTENSION • 6 BALLS

PREPARATION

1. Assemble PLAYING FIELD as shown in Diagram 1.
2. Players choose who will be the OFFENSE and who will be the DEFENSE for the game.
3. The OFFENSE takes 2 matching color BALLS. The DEFENSE takes 4 matching color BALLS.
4. Players position themselves at the START end of the PLAYING FIELD.

THE PLAY

The OFFENSE rolls his BALLS down the WINDING RAMP. The DEFENSE rolls his BALLS down the RAMP EXTENSION (See Diagram 2). Each ball is placed at the start of the RAMP and then released.

NOTE: PLAYERS ARE NOT ALLOWED TO "PUSH" THEIR BALLS WHEN RELEASING THEM.

They may be released together (one behind the other), or one at a time.

The DEFENSE's object is to try to knock the OFFENSE's balls off the WINDING RAMP into a SCORE CUP. The DEFENSE must be precise in his timing...figuring out when the OFFENSE's ball will come to an intersection (where WINDING RAMP and STRAIGHT RAMP cross each other). By releasing his ball down the RAMP EXTENSION at the right time, the OFFENSE ball will be knocked off...into a SCORE CUP.

OFFENSE SCORING

The OFFENSE can only score by reaching the last cup of the PLAYING FIELD (the cup with the number 15 in it). He scores 15 points for each of his 2 balls reaching this cup.

DEFENSE SCORING

The DEFENSE scores only when he can knock the OFFENSE's ball into any SCORE CUP (except the last cup with the 15 in it). He scores the number in that cup. The DEFENSE does NOT receive points for any of his own balls in any SCORE CUP.

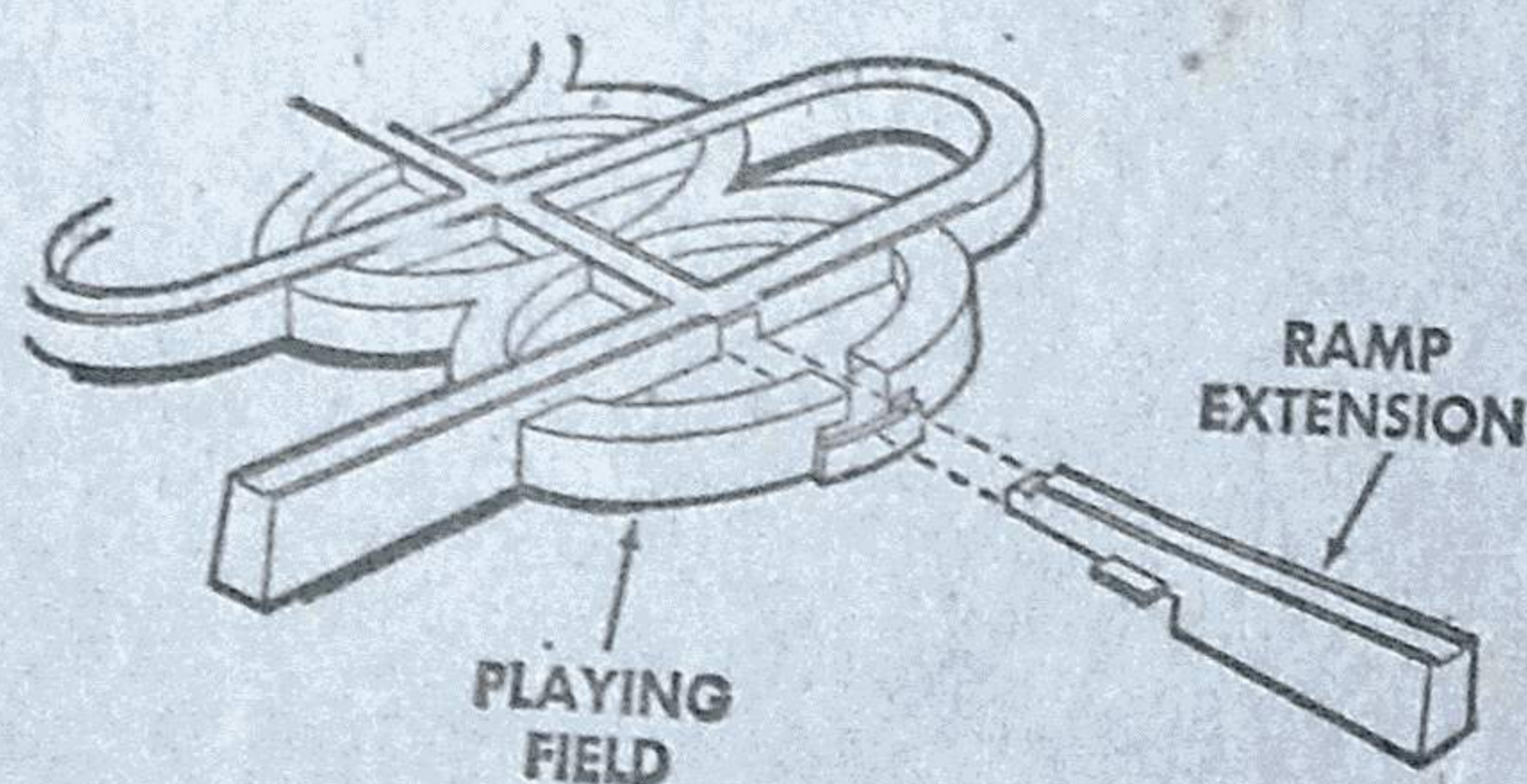
WINNING

The player who scores 300 points first is the winner.

TIE GAME

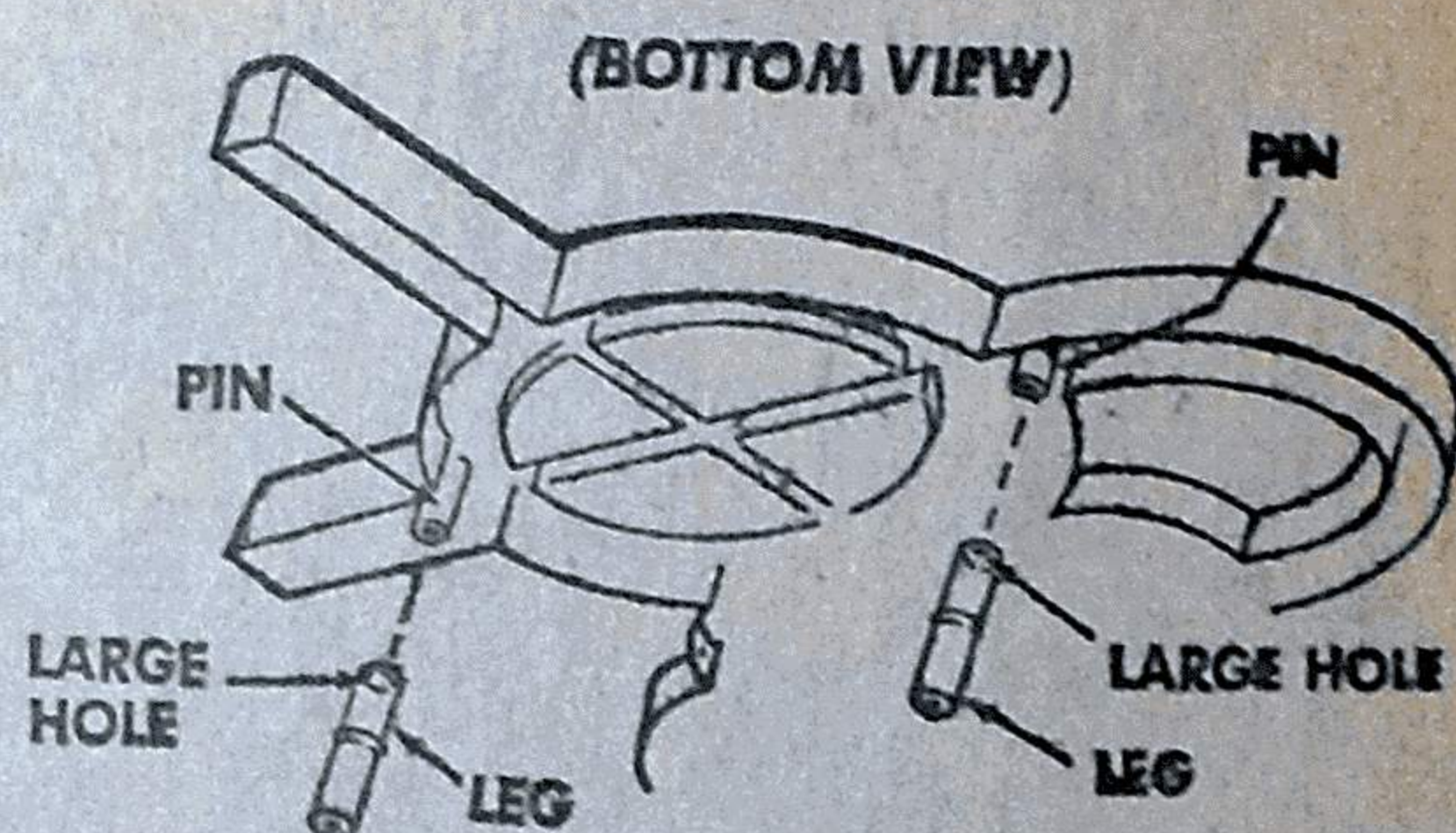
In case of a tie score, another round is played. The player with the higher score at the end of the round wins the game.

DIAGRAM 1A



Push RAMP EXTENSION in all the way until you hear a CLICK.

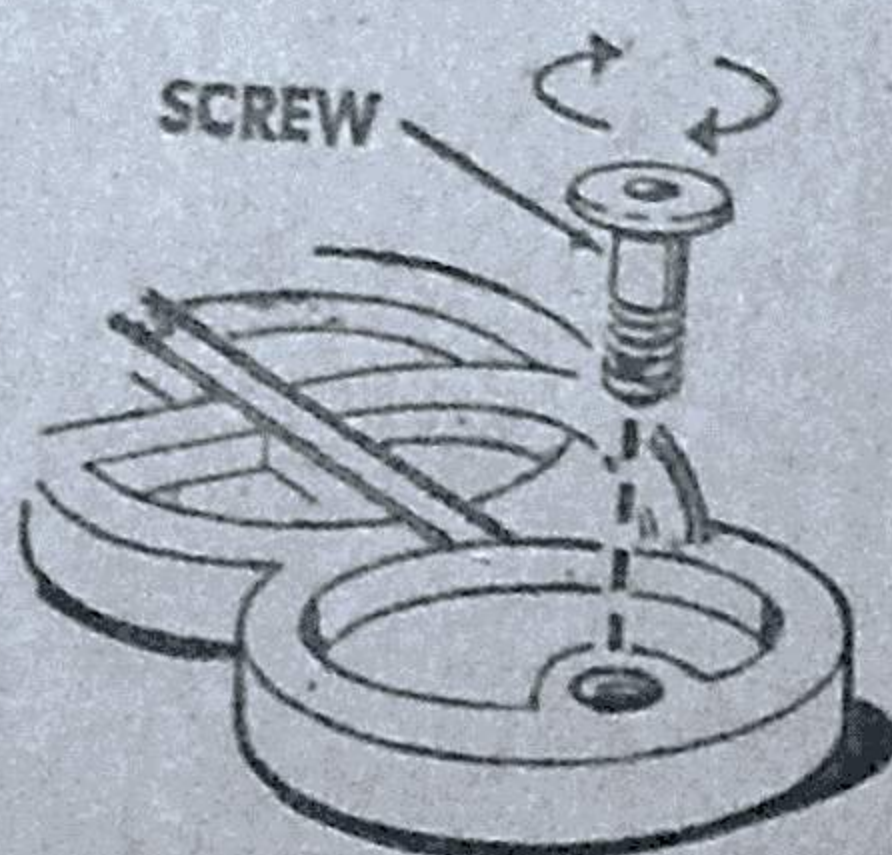
DIAGRAM 1B



Large HOLE on ends of LEGS are pushed into PINS (on bottom of PLAYING FIELD). Push legs in as far as they will go.

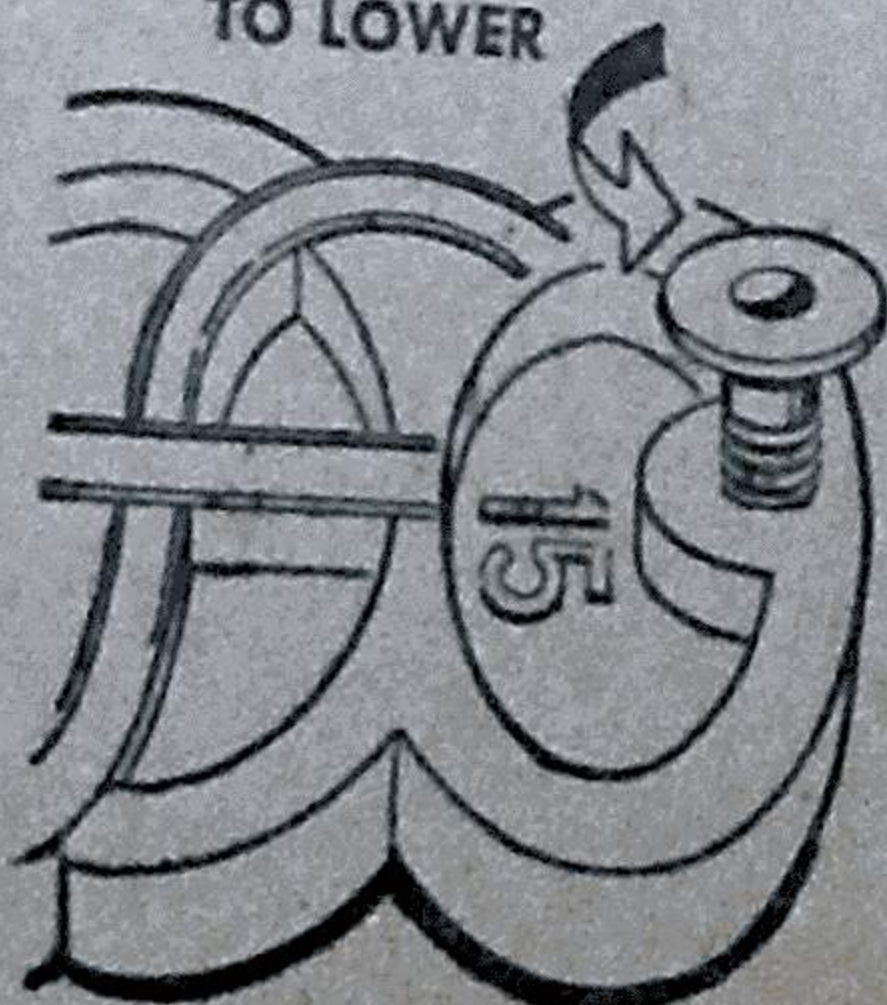
DIAGRAM 1C

Press screw FIRMLY into hole on end of PLAYING FIELD and turn to adjust height as shown.



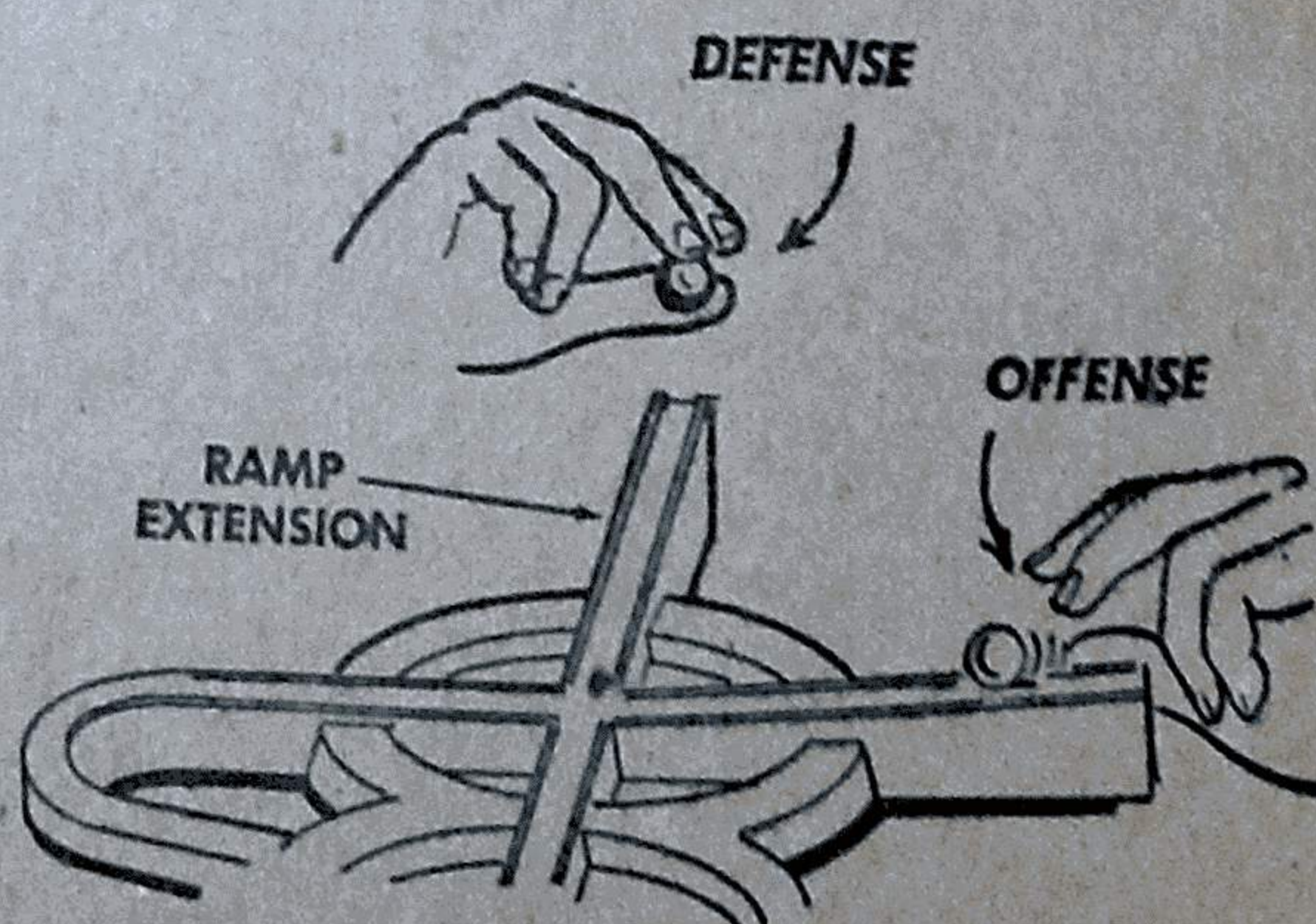
TURN COUNTER-CLOCKWISE TO LOWER

TURN CLOCKWISE TO RAISE



Since every floor or table is different, roll a test ball down each ramp before starting play. If a ball falls off, turn screw clockwise to raise end of playing field until ball stays on track.

DIAGRAM 2



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