



**Educational Version for Beginners and Children**  
(Standard-Play rulebook available in gamebox)

**Game Play**

The object of the game is to win by occupying the Tri-Cross® square (center of board) for four consecutive turns or to eliminate your opponent's pieces.

**Power of Pieces**

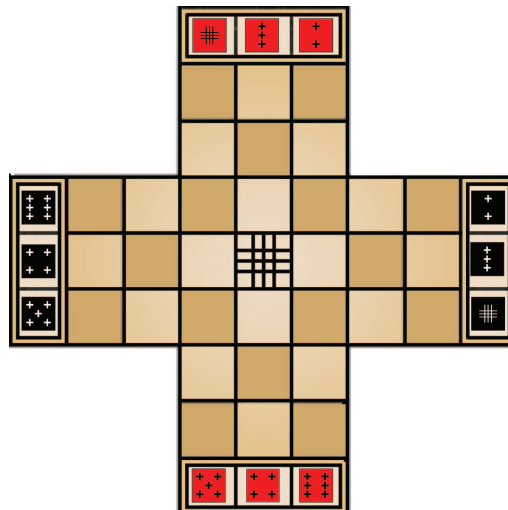
The number of crosses denotes power, with the higher number of crosses being able to jump and remove from the board all pieces with a lower number of crosses, except in the case of the Six vs. Tri-Cross.

NOTE: The Six can jump all pieces except the Tri-Cross. The Tri-Cross can only jump the Six.

Six		Jumps and removes:					
Five		Jumps and removes:					
Four		Jumps and removes:					
Three		Jumps and removes:					
Two		Jumps and removes:					
Tri-Cross		Jumps and removes:					

**Setup for Play**

- For two players only the black and red pieces are used.
- After choosing colors, each player will place one piece in the Tri-Cross bag while one of the players, without looking, chooses a piece. The color chosen determines who moves first.
- You and your opponent will take your own pieces and place them face-up in the predetermined "Straight-Up" formation (See diagram below).



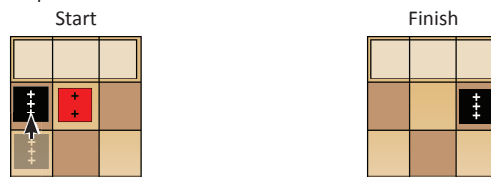
**The Play**

- The player whose color was pulled from the bag moves first.
- You may move any one of your pieces one square only, in any unoccupied square, in any horizontal or vertical direction. No diagonal movement is allowed for moving or jumping.
- After you move a piece and your hand is removed, your turn is finished (except when jumps are required) and the next player's turn begins.

### The Jump (Removing Pieces from the Board)

- When two opposing pieces are side-by-side, a piece **MUST** jump another, if possible, with the result being the removal of the jumped piece from the board.
- A jump can only be made in a horizontal or vertical direction over a weaker piece in an adjacent square.
- If the two pieces are of equal value, then no jump is made and both pieces remain in place.
- All jumps must begin, if possible, with the player who started the turn.
- If at the end of a jump a new piece can be jumped, then the turn continues.
- A player's turn does not end until all jumps have been made.

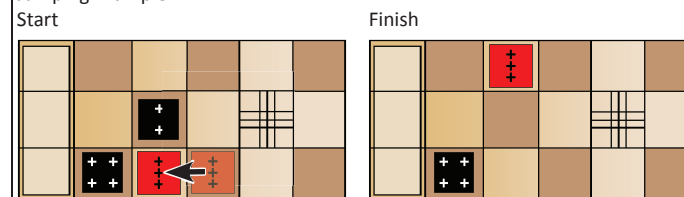
Jumping Example 1:



The black Three moves to challenge the red Two and continues his turn by jumping and removing the Two from the board.

The player who's turn it is **ALWAYS** has jumping priority until all jumps during the turn are completed.

Jumping Example 2:



The red Three challenges the opposing Two and Four. Because the red Three started the move, that player has the priority of taking the first jump even though the black Four has a higher value.

- No jump may be made if the square on the opposite side of a piece to be jumped is either occupied by another piece or if there is no square in which to jump.
- Even if not noticed initially, any time a possible jump is pointed out by either player, it must be taken immediately before any other moves are made. This rule always takes precedent.
- All removed pieces must remain in full view and face-up.
- When you have an opportunity to jump more than one piece at the same time, it is left up to you to choose which way to jump.
- You may also find that you can jump a piece with two of your pieces. In this case, you may choose either piece to make the jump.

### How to Win

You win by occupying the Tri-Cross square (center of board) with one of your pieces for four full consecutive turns or by eliminating your opponent's pieces.

A) When you move a piece into the Tri-Cross square you will immediately say, "In, in one," which puts your opponent on notice of entering the Tri-Cross square and the count starts. At this point your opponent takes their turn.

B) If you did not have to move your piece out of the Tri-Cross square or lose it by being jumped, then you can make another move with one of your other pieces. At this point you will say, "In, in two."

C) This process continues through the fourth full turn. At the end of "In, in four," you win the game as long as you were not forced out of the Tri-Cross square in the final fourth turn of your opponent by having to jump or be jumped.

D) If you choose to move your piece out of the Tri-Cross square or you are forced to jump out of the Tri-Cross square, the count stops. When a piece re-enters the Tri-Cross square the count begins again at "In, in one," even if entering the Tri-Cross square by jumping. The count will continue on that player's next turn.

NOTE: You must always move a piece on your turn. The only exception to this rule is if you occupy the Tri-Cross square and have no other pieces remaining on the board. In this case, you may pass on your turn and continue the count by saying, "In, in two, pass," etc. It is up to your opponent to get you out before four full turns.