



Criss Cross


Objective


 The first player to connect four of their coloured pieces in a vertical, horizontal or diagonal line, wins.

Equipment


 A double-sided board, a pair of dice and 50 coloured pieces (25 red & 25 yellow).

Preparation


 Players decide which board version they will play: *Criss Cross Add* or *Criss Cross Add & Multiply*, by placing that version of the game face-up on the table.

 Each player then select a set of coloured pieces (yellow or red).


Starting Play


 Each player rolls the dice and the player with the highest total plays first.


Playing Rules: Criss Cross - Add

 The first player rolls the dice and adds the two numbers together. He/she then

places one of their coloured pieces in an empty slot bearing the total of the dice.


 Play then switches to the second player, who rolls the dice and repeats the process above.

 Play continues to alternate until one of the players wins.

 You can only replace an opponent's piece with one of your pieces if:

- * you roll a double and your opponent has a piece on a slot bearing the total of the dice; or
- * there are no empty slots on the board bearing the total of the dice.

Playing Rules: Criss Cross – Add & Multiply

 Rules are identical to *Criss Cross – Add*, except players have the *option* of either adding or multiplying the two numbers on the dice.

Players may choose to simplify the game by agreeing to connect only three pieces; or they may choose to lengthen the game by agreeing to connect five pieces.