

NOTE: This is an example of how you might like to place your crosswalk mats. Feel free to modify and use as many or as few mats in any layout you choose!

LET'S PLAY:

The Traffic Cop then spins the spinner for each individual player to move along the crosswalk mats, one at a time.

NOTE: The Traffic Cop should make the gesture as indicated below after each spin.

The spinner will read:



On the first turn, a player may start by moving to the mat closest to them.

If a player lands on a mat with an arrow, his/her turn continues by moving one mat in the direction of the arrow.

Each player will move along the crosswalk mats until one player reaches the TRAFFIC COP.

NOTE: If still on the crosswalk mats, a player has not yet reached the Traffic Cop. It is not until he/she moves OFF the last mat, that he/she has crossed the intersection safely.

TRAFFIC JAM:

If a player reaches a "Traffic Jam" during his or her turn (cannot move left, right, or forward as they are being blocked by another player), they must stay on their current mat and do not get a chance to move. The player who did the blocking yells out "TRAFFIC JAM!"

DEAD END:

If a player reaches a "DEAD END" during his or her turn (cannot move left or right as there are no tiles available in the grid), they must stay on their current mat and the Traffic Cop yells out "Dead End!"

YIELD CARDS:

If a player lands on a mat with a YIELD symbol, or if the YIELD sign is spun by the Traffic Cop, The Traffic Cop will pick up and read a YIELD card for that player.



Yield Cards will direct the player where to move and how to get there.

TRAFFIC COP CHALLENGE:

Special "Traffic Cop Challenge" Yield Cards also enable a player to change places with the Traffic Cop and take over the Traffic Cop vest and spinner duties. When one of these cards is drawn, the player and Traffic Cop will play one round of "Rock-Paper-Scissors"*. Should the Traffic Cop win, the player stays put. Should the player win, he/she trades places with the Traffic Cop with the Traffic Cop now taking that player's place on the crosswalk.

WINNING:

When a player reaches the Traffic Cop, they win the game! That player then becomes the TRAFFIC COP for the next game.

*Rock-Paper-Scissors Rules:

The player and Traffic Cop will say “one-two-three GO!” and then make the hand gesture for rock, paper, or scissors at the same time. Rock beats scissors. Scissors beats paper. Paper beats rock. Should both players throw the same hand gesture, it is a tie and the game is played again.



1. Play rock. To play “rock,” simply ball your hand up into a fist when you and your opponent shoot.

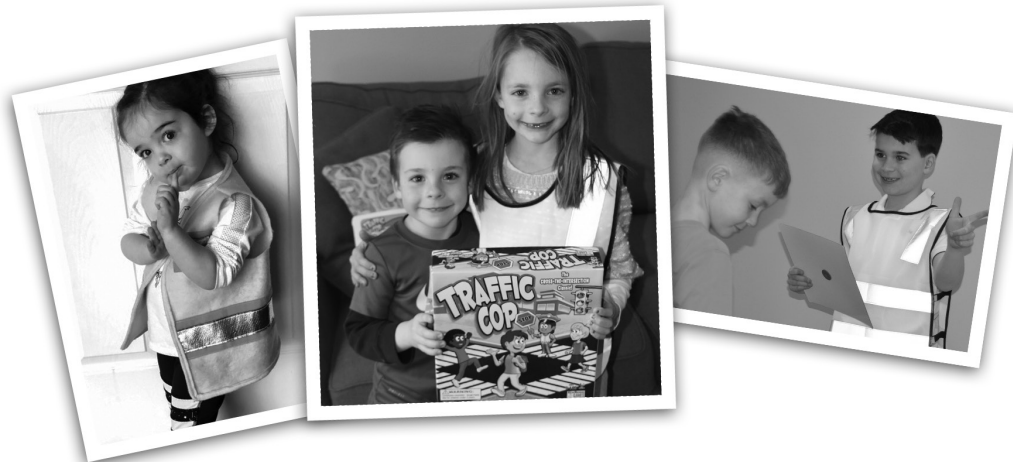


2. Play paper. Throw “paper” by extending your hand palm down with your fingers outstretched.



3. Play scissors. For “scissors,” use two fingers to mimic the shape of an open pair of scissors.

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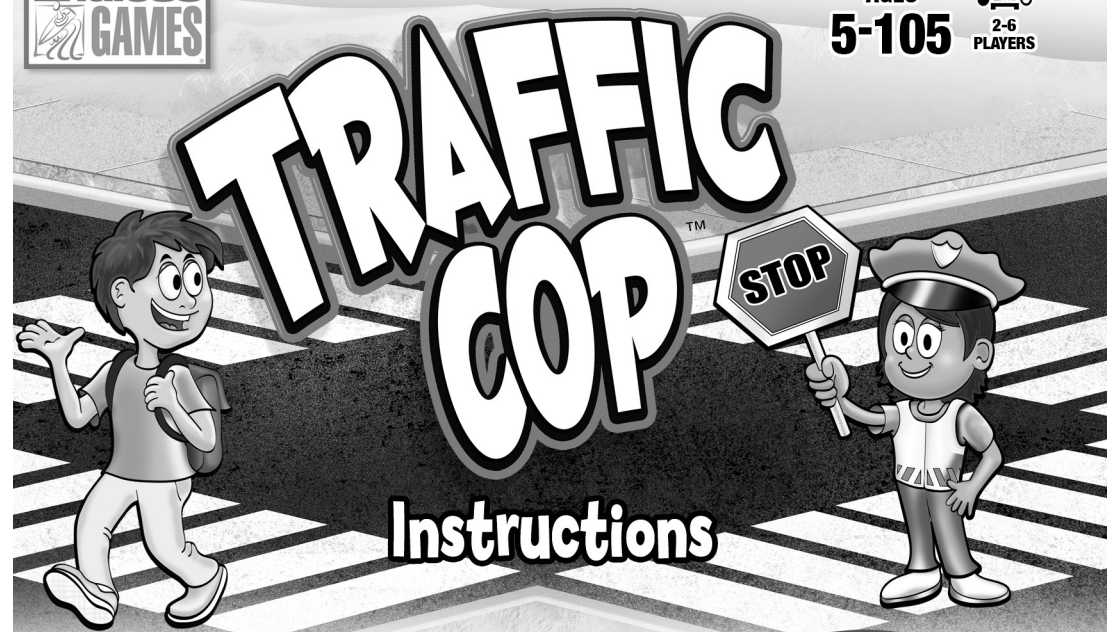
Special Thanks to Grace Vogt, Edward Vogt, Patrick Vogt, Sean Pilla, Ella Goldberg, Brayden Goldberg and John Shankle for crossing the intersection safely as our Traffic Cop play testers!

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Foam tiles may have a mild sent upon opening.
This will go away after a few plays.

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AGES
5-105



CONTENTS:

- 1 Game spinner card (with arrow and base)
- 36 Foam Crosswalk mats
- 27 Yield Cards
- 1 Traffic Cop Safety Vest
- 1 Instruction sheet

OBJECT:

To be the first player to cross the street and reach safety!

SET UP:

Attach Spinner Arrow to Spinner Card.

Choose one player to be the Traffic Cop to start the game. This player will wear the Yellow Vest and control the spinner.

Arrange the foam crosswalk mats in any configuration from one side of the room to the other. The Traffic cop will stand on one end of the mats, and all other players will start at the other end.

NOTE: Players will start OFF of the mats, and will move to the mats once the Traffic Cop has spun for their turn and directs them where to go.