



TRICKY STREET

For 2–4 players from 5 years of age.

Duration: 15 minutes.

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It's a city jungle - cars, traffic lights, road works. And all mail trucks are full of parcels waiting for delivery. How to break through those jungles and become first who delivers all the parcels?

A fun and eventful game that:

- Introduces to the first numbers and road signs;
- Teaches to make the first tactical decisions;
- And the delivery of parcels and race brings a lot of joy.



CONTENT

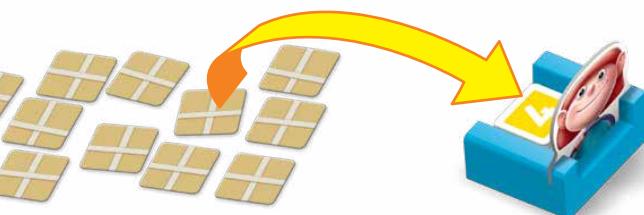
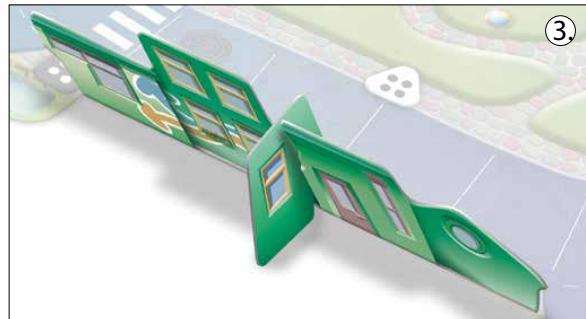
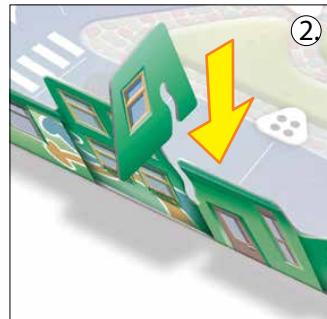
- 1 game board,
- 4 mail trucks,
- 16 parcel cards,
- 1 traffic light,
- 1 road sign „road works“,
- 1 traffic light dice (black),
- 1 „road works“ dice (white),
- game rules

Goal of the game

Deliver all parcels as fast as you can.

Preparation

Place the game board in the centre of the table so all players can reach it. Build up the houses on the sides of the game board (fold up and fasten, see example).



Mix and place closed cards on the table next to the game board.

Choose the truck. Then take one of parcel cards from the table and place opened card to your truck. Then choose next card and put on top of the previous. You can't change the sequence of the cards. If there are 4 players - each player gets 4 parcel cards. If 3 players - 5 cards for each (1 remains on the table). Then full mail truck is placed in one of four parking places to start the game.



Now you can roll both dices until both will show value from 1 to 4. Then place traffic light and "road works" sign on the black (traffic light) and white ("road works") spots marked with the numbers accordingly. If you will roll out the dice with the symbol, roll again.

How to play

Now you can choose the first player. For example, the first player can be the one, who recently received the parcel. Then all moves will be done clockwise.

Player, who has the turn, should check the address to which the first parcel should be delivered (on the first card in his mail truck). Address is indicated with the colour and number on the card.

After checking where is the address on the board and what are the obstacles, the player should choose:

- to roll both dice;
- to roll either traffic light or "road works" dice;
- not to roll any dice.

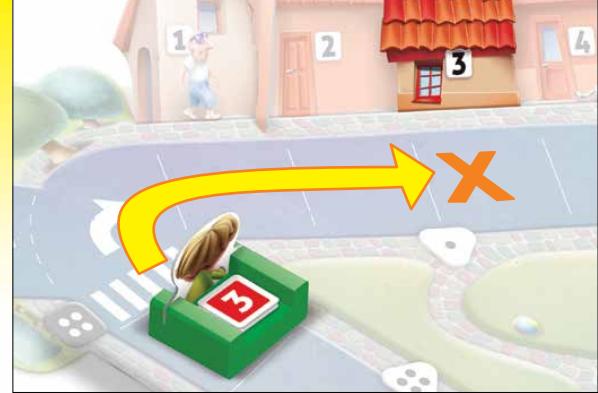
If you roll the traffic light dice and rolled out:



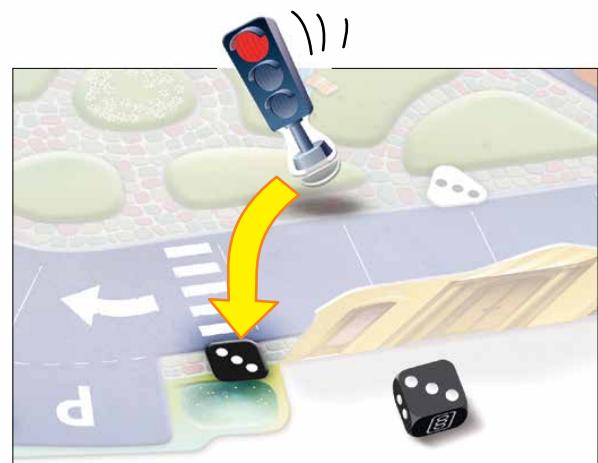
- number - place the traffic light on the black spots marked with the same number. If the number and present location of the traffic light match, don't move it.
- traffic light symbol - choose any black spot.

If you roll the "road works" dice (white), follow the same rules, just place the sign the white spots.

Now you can drive with your mail truck on the street, following the arrows (one way street) and get as close to the address, as possible. If there are other trucks on the road, you can take them over (simply move over them). Only one truck can be placed on one field at the same time. If you arrived in front of needed address, you deliver the parcel - take the parcel from the truck and place behind the house on the table. The truck will remain at the same spot until your next move.



For example: the parcel with red number 2 should be delivered to the red house with number 2 on it.



For example: If you roll the traffic light dice and rolled out 3 - place the traffic light on the black spots marked with the 3.



You must always obey the traffic rules. Stop in front of the red traffic light or the "road works" sign. You will be able to drive further only when those obstacles will be removed.

Now it's next players move.

Note: you can deliver the parcel only when your mail truck stops exactly in front of the house with required colour and number. If there is other truck on the spot, you will have to wait until it moves away.



End of the game

The game ends when one of the players delivers last parcel and wins the game.

