

**Criss-Cross****Game Rule**

- ▷ Court & Equipments
- ▷ Scoring

1 Decide who goes first.

2 The player who goes first enter hurling zone A where the black wandering discs 1 to 6 have been placed. The player who goes second enters hurling zone B where the white wandering discs 1 to 6 have been placed.



3 The first player hurls a black wandering disc (any one) from hurling zone A (either one) and aim for the scoring grid.



4 The second player hurls a white wandering disc (any one) from hurling zone B (either one) and aims for the scoring grid.

5 Players continue to take turns hurling one disc at a time.

6 The set ends when either player lines up 3 wandering discs vertically, horizontally or diagonally in the scoring grid, or when all discs have been hurled. A wandering disc is consider to be within a scoring grid as long as one of its casters (located underneath the wandering disc) is in.



7 In the next set, the player that was first goes second and the player that was second goes first. Player alternate with each successive set and the first player to score 10 points is the winner.

# Criss-Cross

- ▷ Game Rule
- ▷ Scoring

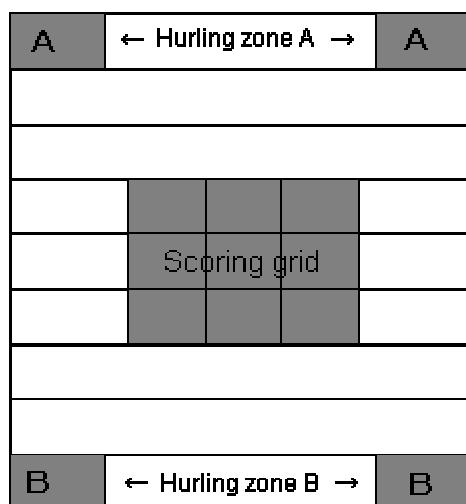
## Court & Equipments

### ■ ■ ■ Court ■ ■ ■



Size: 9m×8.25m (30 feet square)  
Official striped mesh court

### ■ ■ ■ Court zones ■ ■ ■



### ■ ■ ■ Equipments ■ ■ ■



6 black wandering discs (numbered 1 to 6)

6 white wandering discs (numbered 1 to 6)

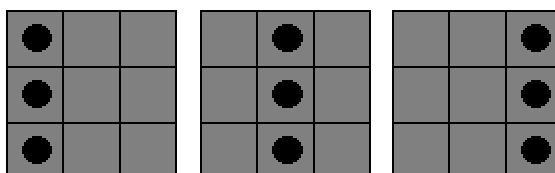
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- ▷ Game Rule
- ▷ Court & Equipments

## Scoring

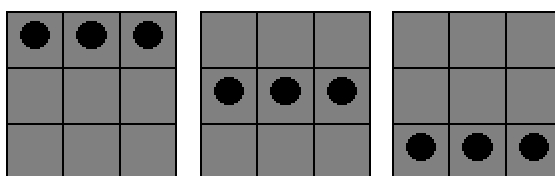
### Vertically lined up

3 wandering discs vertically lined up: 1 point



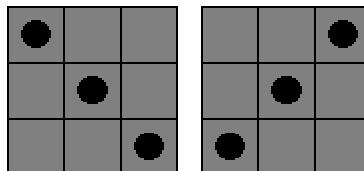
### Horizontally lined up

3 wandering discs horizontally lined up: 1 point



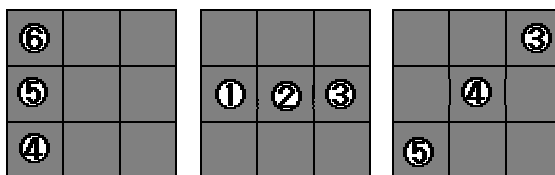
### Diagonally lined up

3 wandering discs diagonally lined up: 1 point



### Sequence

3 wandering discs lined up in numerical order: 2 points



### Straight

First 3 wandering discs hurled are lined up: + 1 point

Examples of High Scoring Lined up

● Straight + Sequence

④		
	③	
		②

3 wandering discs are left

① ⑤ ⑥

2+1= 3 points

● 2 kinds of Sequence

⑥	⑤	④
①	②	③

		④
	③	⑤
②		⑥

2+2= 4 points

● 2 kinds of Sequence + vertical lined up, horizontal lined up or diagonal lined up

		①
	②	⑥
③	④	⑤

⑥	①	②
⑤	③	
④		

③	④	⑤
②	⑥	
①		

2+2+1= 5 points