



Run, Run As Fast As You Can

Contents:

1 jiggled playing board, 4 gingerbread men character playing pieces, 3 "chaser" character playing pieces (baker, cow and horse), 7 character stands, 4 jiggled gingerbread men, 2 dice, 1 spinner

Object

To run as fast as you can, through the village, without being caught and cross the river to safety.

To play

- Each player chooses and assembles a jiggled gingerbread man and one of the colour matched gingerbread man playing pieces, which they place in a slotted stand.
- The board is assembled and the remaining characters are slotted into stands and placed on their pictures, on the board. All the gingerbread men playing pieces, in play, are placed in the bakery to start.
- The youngest player begins by throwing **both** dice. Firstly, the player moves their gingerbread man playing piece the number of spaces on the brown dice. The player then moves **any one** of the "chaser characters" the number of spaces on the red dice. Players should be trying to move their Gingerbread Men away from the "chaser characters" and the "chaser characters" toward other player's playing pieces.
- Play passes to the next player.
- If another player moves a "chaser character" and it lands on the same space as your gingerbread man playing piece, you lose a piece of your jiggled gingerbread man. To get the piece back, players must wait until their turn to try and land on one of the bowl spaces and get one of their missing pieces back. If a player loses all of their gingerbread pieces, they must return to the bakery where they are made whole again. Players can continue to take their turn moving around the board with missing pieces from their gingerbread man, but beware, **only gingerbread men with no missing pieces can cross the river!**
- Once a player reaches the riverbank space they must stop.
- Players must wait until their next turn to try and cross the river.

Crossing the river

- On their turn, players may spin the spinner to see whether they can move forward. If the spinner lands on a clear river the player may move forward one place. If the spinner lands on a fox the player must stay where they are until their next turn. (Players should not throw either dice when trying to cross the river.)

The winner

The winner is the first whole gingerbread man to cross the river to the safety of his gingerbread house.



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