

GET ACQUAINTED RULES

STOP & GO™

You can explain these rules to your child almost as quickly as Big Bird* opens and closes his seed bag when he's hungry!

SET-UP

Follow the same game set-up as in the full set of rules.



YOUR GOAL

Be the first player to circle the gameboard and enter the Finish Space.

GAME PLAY

- 1 Youngest player goes first. Play continues to the left of this player.
- 2 On your turn you will draw one or more disks out of the seed bag. Be sure to return them to the bag as soon as your turn is over. Put your hand into the bag now, pull out *one* disk and do *either* of the following:
 - if it's a red disk, your playing piece *does not move* and your turn is over.
 - if it's a green disk, move your playing piece ahead *one* space on the gameboard. Then continue to draw and move one space until you draw a red disk or reach a Traffic Signal space. When you draw a red disk or reach a Traffic Signal space, your turn is over. *Note:* when moving always move in a clockwise direction around the board.
- 3 OTHER SPACES
 - *Traffic Signal Spaces*—these are red light/stop spaces. Your playing piece must always stop when it lands on such a space and your turn is immediately over.
 - *Bus Stop Spaces*—when your playing piece lands on the first Bus Stop space, move it ahead and take a shortcut to the second Bus Stop space. Draw again and move until you pick a red disk or reach a Traffic Signal space.
- 4 During play, two or more playing pieces can be on the same space at the same time.

HOW TO WIN

Be the first player to circle the gameboard and enter the orange Finish Space (it's also the Start Space) to win the game.

MORE FUN!

Play the game as outlined above. Then have fun playing by the full set of rules.

GAME RULES FOR STOP & GO™



My First Games™

STOP & GO™

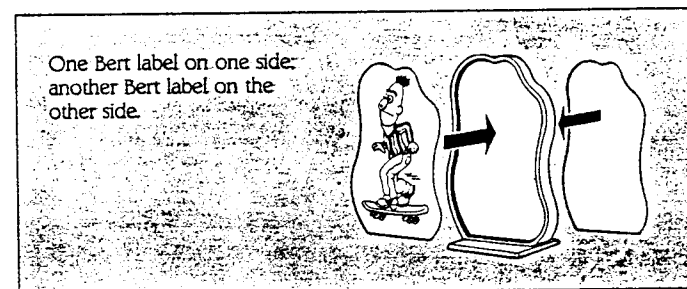
A Fun Red Light/Green Light Game
For 2 to 4 Players

CONTENTS

- 1 gameboard • 4 plastic playing pieces • 1 label sheet
- 7 disks • 1 fabric bag with an iron-on Big Bird patch

SET-UP

- 1 Peel off the labels from the sheet and apply two matching labels to each plastic shape, one label per side.



- 2 Pick a playing piece for your own and place it on the orange Start Space on the gameboard. Each player does the same. Put any extra playing pieces out of play.
- 3 Apply the Big Bird patch to the seed bag by following the directions on the patch.
- 4 Punch out the seven disks and put them inside the seed bag.

YOUR GOAL

Be the first player to circle the gameboard and enter the Finish Space.

GAME PLAY

1 Youngest player goes first. Play continues to the left of this player.

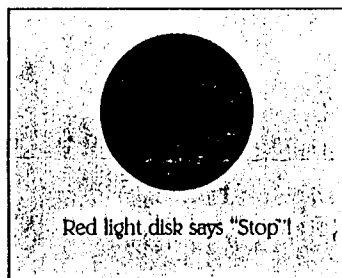
2 On your turn, you will draw one or more disks out of the seed bag. Be sure to return them to the bag as soon as your turn is over. Put your hand into the bag now, pull out *one* disk and do the following:

ON THE FIRST DRAW

- If the first disk you draw on a turn is a green disk, flip it over to see what number is on the back. Then move your playing piece ahead on the path the number of spaces the disk shows. *NOTE:* always move clockwise around the board.

IMPORTANT: After moving, on every draw of a green disk you must decide to *either* continue your turn and draw another disk or to end your turn and not draw another disk. (See DRAWING AGAIN ON A TURN, below).

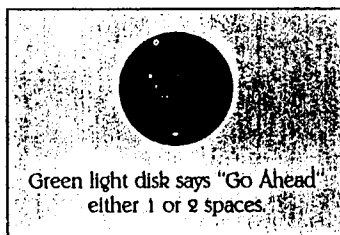
- If the first disk you draw on a turn is a red disk, your playing piece does not move and your turn is immediately over.



DRAWING AGAIN ON A TURN

- If you draw another green disk, move your playing piece ahead one or two spaces on the path, whatever the disk says. Then decide whether to continue your turn or to end it.

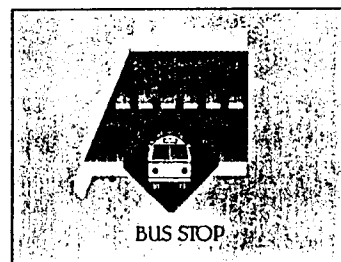
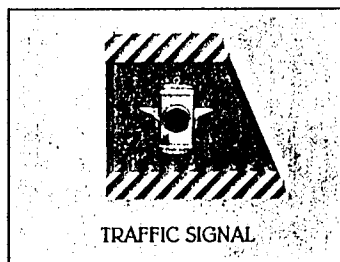
- If you draw another disk and it is red, you are penalized. Move your playing piece *back* on the path to the closest Traffic Signal space or to the orange Start Space (if you're closest to it). Your turn is over.



OTHER SPACES

Traffic Signal spaces are red light/stop spaces. Your playing piece must always stop and end its turn on such a space whether it lands on it or is directed past it.

If your playing piece lands *by exact count* on the first *Bus Stop space*, move it ahead and take a shortcut to the second Bus Stop space. Then decide whether to continue your turn or to end it!



5 During play, two or more playing pieces can be on the same space at the same time without any penalty.

HOW TO WIN

Be the first player to circle the gameboard and enter the orange Finish Space (it's also the Start Space) to win the game. You do *not* need exact count to enter the space!

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