

CROSSFIRE®

FOR 2 PLAYERS

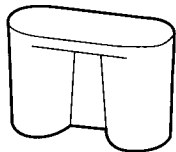
CONTENTS:

2-piece game base, 6 plugs, playing surface, 4 goal guards, 2 shooters, 40 metal marbles, 1 star puck, 1 tri puck, label sheet, 4 rubber feet, storage bag.

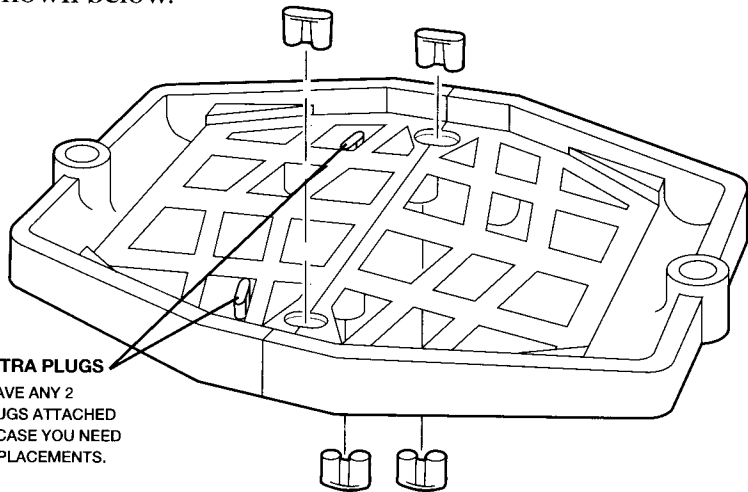
GAME ASSEMBLY

1. ASSEMBLE THE GAME BASE

Detach 4 plugs from the game base halves (each half contains 3 plugs).



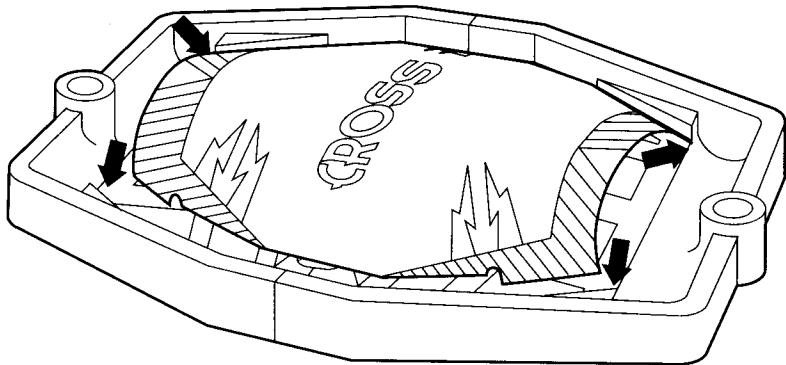
Press the base halves together. Firmly press 2 plugs into the top holes, and 2 plugs into the bottom holes, as shown below.



EXTRA PLUGS
LEAVE ANY 2
PLUGS ATTACHED
IN CASE YOU NEED
REPLACEMENTS.

2. INSERT THE PLAYING SURFACE

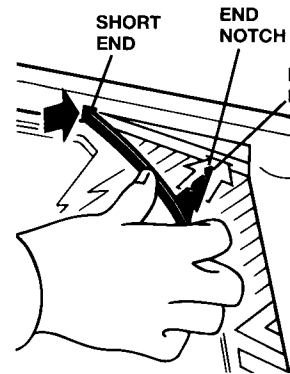
Gently bend the playing surface and tuck the edges underneath the game base corners, as shown below.



3. ATTACH GOAL GUARDS

Carefully detach the 4 goal guards from their runner and discard the waste. Attach 2 goal guards to each side of the playing surface as shown at right.

Your goal guards offer 3 different settings for 3 levels of play. See *Adjust Your Goal Guards* on the next page.

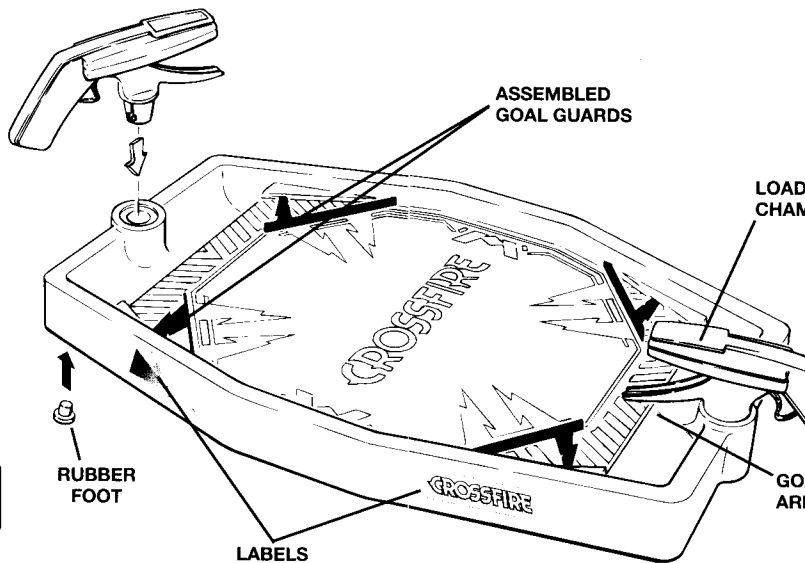


4. ATTACH THE SHOOTERS, LABELS AND FEET

Shooters: Press a shooter down into the hole as shown below, until it snaps into place. Attach the other shooter the same way. **Important:** Once the shooters are attached they stay attached. Trying to remove them may damage the shooters or the game base.

Labels: Carefully apply one Crossfire and one lightning bolt label to each side of the game base, as shown.

Feet: Lift the end of the base. Push and twist a rubber foot all the way up into the hole in the corner, as shown. Do the same with the other 3 feet.



W A R N I N G

METAL MARBLES ARE A CHOKING HAZARD IF SWALLOWED BY YOUNG CHILDREN. METAL MARBLES ARE NON-TOXIC. AFTER PLAYING, ALWAYS STORE THE MARBLES SAFELY AWAY IN THE STORAGE BAG PROVIDED.

GET READY!

1. Adjust Your Goal Guards: Before playing, you can adjust your goal guards to make your goal area wider or narrower. The wider your goal area, the tougher it is to defend against incoming pucks!

Widen both players' goal areas for a shorter game; or widen only your own goal area if you face a less experienced player.

Adjust a goal guard by gently bending the middle and pushing the long end in or out to another notch.

2. Divide the marbles evenly with your opponent. Then load all 20 marbles into your shooter's loading chamber while your opponent does the same.

3. Place the star puck and the tri puck into the center of the playing surface.

HOW TO OPERATE YOUR SHOOTER

Shooting: To fire a marble from your shooter, just squeeze the trigger. Release the trigger before firing another shot.

You can use one or both hands to shoot – or you can be a "switch shooter" by alternating hands as you play.

Getting Out of a Jam: Occasionally, your shooter may jam up and refuse to fire. If that happens, just give the handle a little jiggle.

PLAY!

Object: Aim well, fire fast, and be first to score 3 goals.

Opening Fire: One player says: "FIRE!" At the "FIRE!" signal, both players begin shooting at the pucks to try to score goals. To score a goal you must knock a puck into your opponent's goal area (the groove just beyond the playing surface). Play offensively and defensively, trying to score goals while knocking pucks away from your goal area!

Reloading: As marbles roll into your goal area, scoop them up with your free hand and place them in your shooter's loading chamber. Reload only marbles from your goal area – never from the playing surface!

If possible, keep firing as you reload. If switching shooter hands makes reloading easier, go ahead and switch!

Scoring a Goal: When you knock a puck into your opponent's goal area, you score a goal! If it's not your third goal and another puck is still in play, keep shooting! Don't stop the action until a player knocks the other puck in for a goal.

Resetting the Pucks: When both pucks have been knocked in for goals, stop shooting. Divide the marbles evenly, load your shooters, and place the 2 pucks in the center of the playing surface. Then call "FIRE!" and begin shooting again. **Note:** Always keep track of the goals you've scored so far in the game.

HOW TO WIN

The first player to score 3 goals is the winner!

THE BLITZ GAME

This game is all-action from "FIRE!" to finish! Players remove each puck as soon as it's scored, and return it immediately to the center of the playing surface. First to score 3 goals wins!

STORING YOUR GAME

Use the storage bag provided for the marbles and pucks. To disassemble the game, adjust the goal guards to the widest setting. Carefully remove the playing surface. Separate the game base halves by pushing down on one half while pulling up on the other. Remove the plugs and place them in the storage bag. Stack the halves and slide them into the box.

Reassembling Your Game: When you reassemble your game, handle the playing surface with care to avoid bending or creasing.

Ordering Replacement Marbles and Pucks

Set of 40 metal marbles: \$3 per set.

Set of 2 pucks: \$2 per set.

Please specify item(s) wanted and send your request to the address below. Be sure to include your name and address along with a check or money order made payable to Milton Bradley Company. Please do not send cash. Allow 2-4 weeks for processing and delivery. Prices include shipping and handling.

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