

For 2 to 4 players Ages 5 and up

Run Jerry Run! Game Rules

Object:

Be the first Tom to collect 3 tokens. You get a token when you pounce on (land on) the Jerry mover by exact count.

Contents:

Game board, game die, spinner card, spinner, 4 Tom movers, 1 Jerry mover, 5 mover stands, 12 tokens.

Set Up:

Assemble the Spinner:

Separate the spinner from the collar; remove and discard the plastic nib. Press the collar into the spinner card from the bottom side. Snap the spinner into the top of the collar.

- Remove the tokens from the sheet and place them in the center of the board.
- Remove the 4 Tom movers and 1 Jerry mover from the sheet.

Each player takes a Tom mover (remember its color) and places it in a mover stand. Put all the Toms that are playing on START.

Place the Jerry mover in a mover stand and place that at the mouse hole that shows him.

When it's time to move Jerry, he always moves by the roll of the game die. Place it off to the side until it's needed.

The youngest player starts, then play moves to the left.

Playing:

On your turn spin the spinner and choose which of the two numbers you want to move. Move your Tom clockwise around the game board.

When a player spins "Run, Jerry, Run!", they roll the game die and move Jerry that many spaces, clockwise, around the game board. That ends their turn.

Special spaces:

Move Ahead Spaces:

When you land on a "Move ahead 2" or "Move ahead 3 spaces" do that. Only Tom movers are allowed to make that leap. When Jerry lands on that space, he does not move further ahead.

Mouse hole spaces:

There are three mouse hole spaces. When a player moves Jerry and he lands on any of the three mouse hole spaces (including the one that pictures him), the player can move Jerry to any other mouse hole space or leave him where he is.

Whenever Tom lands on Jerry by exact count, that Tom player collects a token.

They then must roll the game die and move Jerry ahead that many spaces. Their turn is now over.

When Jerry lands on Tom, roll the game die and move Jerry ahead that many spaces. No tokens are collected when this happens.

Ending and Winning the Game: The first player to collect three tokens wins the game.



We appreciate your comments on "Run, Jerry, Run!". Please send your correspondence to:

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