

Get On Top!

Score as many points as you can by landing your bones on your opponent's bones.

Getting started

Get outdoors

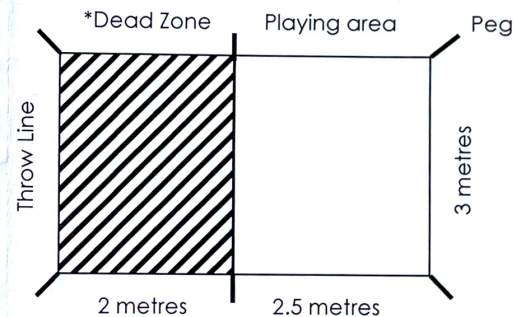
Breathe that fresh air and get ready to shake your bones

Grab some friends

2 to 12 players can play across 2 teams – Painted and Natural

The Crossbones arena

Use the 6 marker pegs to map it out as per the diagram



* Feel free to reduce the Dead Zone distance for younger players as required, so everyone can Get On Top! of the fun.

Gameplay

The Painted Team starts the first round by throwing a bone into the playing area (if it doesn't land wholly within the area, they must throw again). All Crossbones throws must be underarm and can be taken anywhere along the Throw Line.

Teams then take turns trying to land their bones on their opponent's bones. Where and how you hold the bone for each throw is up to you – and will change depending on the position of the bone you're aiming at. Younger Crossboners (players) should always be supervised by an adult.

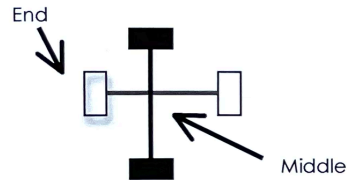
At the end of the round, points are counted. The team that scores the lowest points of that round then starts the next one. If it is a tie, the team that commenced the round must go first again. **The first team to reach their target points – in The Sprint, The Classic, or The Distance contests – wins.**

Scoring points

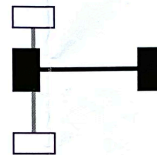
If you **Get On Top!** and claim a Crossbone, you score points.

To claim a Crossbone,

- your bone must be at the top of a pile of bones (ie have no bone above it)
- your bone must have an opposing bone immediately beneath it
- your bone and your opponent's bone must cross along the middle section of the bones (not the ends)



The Painted Bone is resting over the middle of the Natural Bone. Therefore the Painted Bone is a Crossbone.

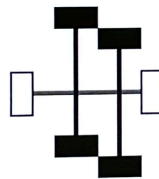


This is not a Crossbone because the end of the Painted Bone is crossing or touching the bone below.

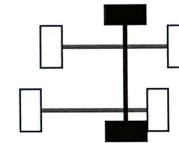
If the Natural Bone was on top, it would not be a Crossbone because it crosses the end of the Painted Bone, rather than its middle.

You receive one point for every Crossbone claimed.

If you land two bones across the one opposing bone, you get two points, three bones three points, and so on.



If one bone crosses two opposing bones, you score two points, three bones three points, and so on.



Note: If the top bone is not a Crossbone (ie - it crosses a bone at or on the end), its effect on any bone below is void (therefore the bone below is still in the game and can score points). To quote famed Bones Buccaneer Big Derek: "Alas, if ye cross o'bone be at the end; it's not gunna count, my unlucky friend."

Game options

The Sprint – a frantic race to 7 points

The Classic – the official Crossbones Championship match to 11 points

The Distance – can you handle the pressure in this "first to 21 points" marathon?