

CROSSING GUARD XL!

A bidding & trick-taking card game to save the children. 2 to 4 players.

Instructions on How To Play

COMPONENTS

- 28 Hustle Cards (7 per Crossing Guard)
- 5 Patron Cards
- 21 Students Cards

SETUP

1. Separate the different Decks of cards, and choose a Dealer.
2. Each Crossing Guard (Player) takes a matching deck of 7 Hustle Cards. This is their hand for the beginning of each round.
3. The Dealer mixes the Patron Cards face-down and deals one to each Crossing Guard. Once dealt, these are displayed face-up in front of that player.
4. The Dealer shuffles the Student Cards face down, then flips up Seven Student Cards in a row in front of all players. These are the students currently waiting to cross the street.
5. If a **Little Brother** or **Little Sister** card is shown, another Student Card is drawn and placed on top of it in the same place (if possible).

Now you're ready to play!

CROSSING PHASE

1. The Dealer chooses and clearly indicates one Student Card from the face-up row, and places one of their face-down Hustle Cards near it. This is the group of students approaching the intersection and need help crossing the busy street. Hustle Cards show how quickly the Guard approaches the Students and escorts them safely to the other side.
2. All other players place their own face-down Hustle Card in front of them. When all players have done so, the selected Hustle Cards are revealed simultaneously. The Crossing Guard with the **highest-numbered unique** Hustle Card takes the Student Card and any Little Sister or Little Brother card beneath it, to lead them across the street (and to the Crossing Guard's Score Pile).
3. Once the bid is resolved, all players move their face-up Hustle Cards off to the side, in plain view of all players. These cards are now considered out of play for the rest of this round.
4. The player who won the most-recent bid chooses the next Student Card up for bid.

WHEN BIDS TIE

If the highest number is played by more than one Crossing Guard at the same time, **the next-highest Hustle Card wins the bid** (the Crossing Guards that tied begin bickering and arguing with one another, so another

Crossing Guard sneaks by them to help the students instead).

If all played Hustle Cards happen to tie with at least one other Hustle Card, set the current Student Card up for bid off to the side. No Crossing Guard has helped the students, and this card is considered out of play: not added to anyone's Score Pile.

The round continues until all student cards have been resolved: either claimed by a Crossing Guard or pushed out of play. If there are still more Student Cards remaining, start a new round: flip 7 more Student Cards to start a new round. All players reclaim their Hustle Cards, and the player who won the most recent bid from the previous round chooses the next Student Card up for bid.

When all Student Cards have either been claimed or are out of play, then the game ends and the Scoring Phase begins.

SCORING PHASE

Scoring is as follows:

Players earn **1 point for each Student** displayed on each of their Student Cards.

Players earn **1 point for each Little Brother or Little Sister** card they have claimed.

Players earn **1 bonus point for each Student that matches their Patron School Color**, displayed on their Patron Card.

The player with the highest score wins! If there is a tie, the win goes to the player with the most Students of their Patron School. If there is still a tie, the player with the most 4-Student cards wins. If there is still a tie, the tied Guards share the victory (after all, the children are safe, and that's the most important thing).

ADVANCED OPTIONAL RULE: CROSSING GUARD XXI!

You can amp up the drama of the game during the Scoring Phase. Subtract 1 point from the score of a Crossing Guard for each Student on an out-of-play Student Card that matches their Patron Color. This **optional** rule is not for wimps, though the rest of the game is the same.

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www.nakexchange.org**