EI-3410
Ages 8 to adult
2 Players

NOWHERE TO GO™

Trap your opponent in this **strategy game** for two!

OBJECT

Trap your opponent by blocking them so they have "nowhere to go."

CONTENTS

1 Game board
40 Bridge blockers
2 Spy pieces
1 Guide

SETUP

Each player selects a spy piece and places it on a raised starting space.

Each player places four blockers at random anywhere on the board except on the three bridges connected to their opponent's starting space.



⚠ WARNING:
CHOKING HAZARD — Small parts.
Not for children under three (3) years.

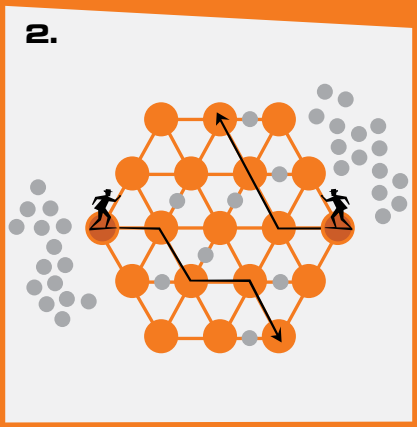


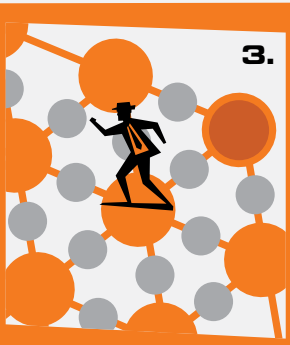
HOW TO PLAY

1. Choose who goes first.

2. Players take turns moving their spy piece across any bridges that are not blocked. You can move as many spaces as you like during each turn, as long as you don't cross any blocked bridges. To end your turn, place one blocker on any bridge.

3. Trap your opponent's spy piece so they have "nowhere to go" and you win!





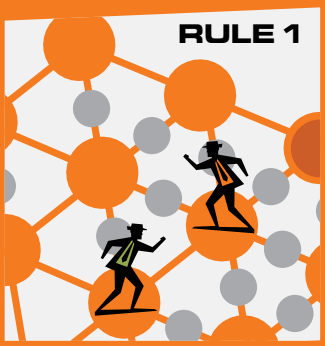
RULES

1. Your spy piece counts as a blocker.

2. Once a blocker is laid down, it cannot be removed.

3. You must move at least one space per turn.

4. Blockers can be placed on the bridges connected to the starting space after each spy makes his or her first move.



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