







BRIDGET

CONTENTS

28 playing pieces, 1 set blond, 1 set brown

1 set = 4 x  4 x  4 x  2 x 

1 playing board (made of 4 tiles)

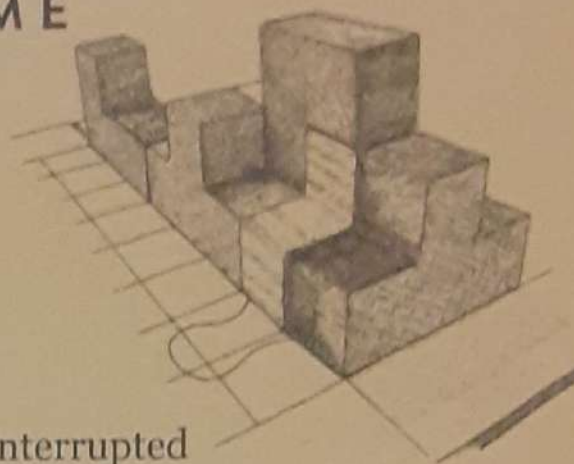
A cotton bag

These instructions



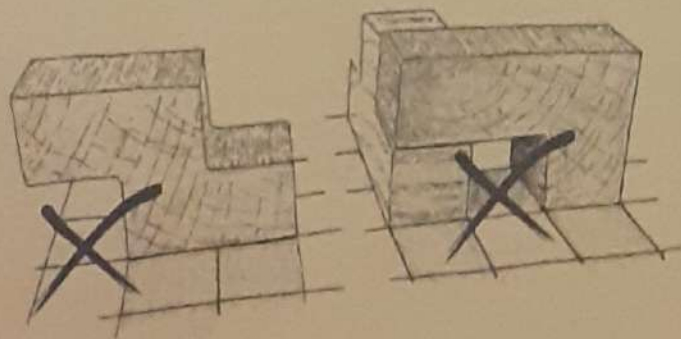
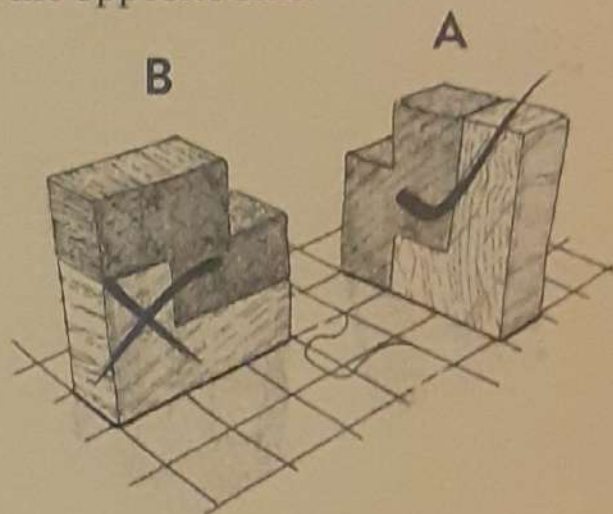
THE BASICS OF THE GAME

1. Set up your board by joining the four jigsaw tiles together – beginners should use the side with the square playing area.
2. Take turns to place one of your coloured pieces on the board.
3. The winner is the first person to form an uninterrupted bridge from one side of the board to the opposite side.



TO CLARIFY

Each piece must touch the playing board (see right) but does not have to touch any other piece on the board.



No piece can have empty space underneath it (see left).

BUILDING BRIDGES

Imagine a mountain goat taking a leisurely stroll across the board. The goat can leap up and down steps as big as you like. Your task is to build a bridge for the goat to cross. Both the horizontal and vertical faces of the bridge must be in your colour, so as to form a continuous line. Players can attempt to bridge from any side. New routes can be started at any time or multiple routes attempted at the same time. Bridge lines do not have to be straight.

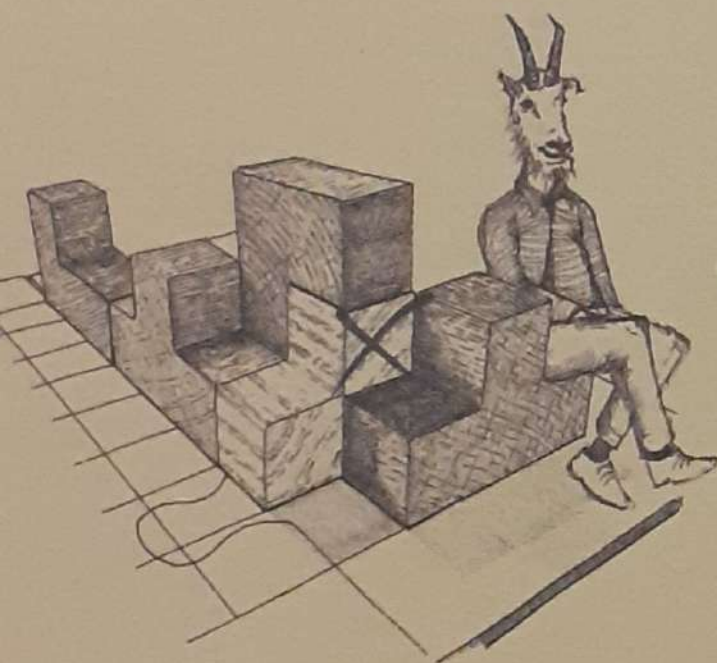
TAKING BACK YOUR MOVE

Once a piece has been played it can't be moved again. However, players are allowed one 'time machine' – where a go can be undone even after the other player has played.

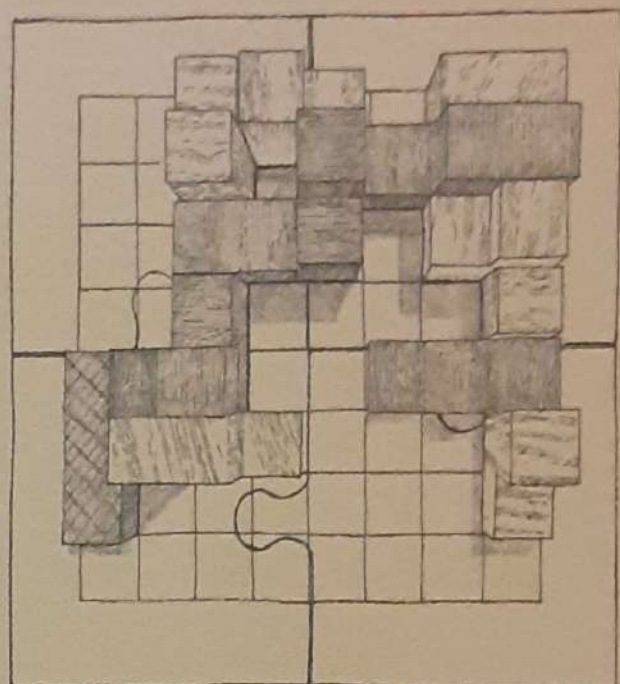
WINNING LINE

Your bridge must connect opposite sides of the board. If you're playing on the octagon, then the two sides touching the opposite side also count. The end pieces of your bridge do not need to be at ground level.

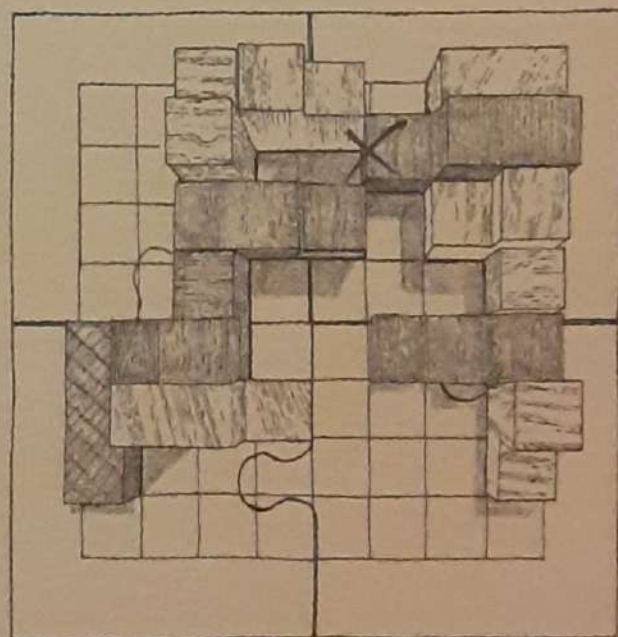
The bridge must run from one side to the other including vertical and horizontal faces (see right).



Likewise the X here shows a break in black's bridge, because when looking from above there is no continuous line of colour (see right).



The goat cannot leap diagonally across a corner, or up the opposing colour. So the white vertical face marked "X" interrupts this bridge (see left).



STALEMATE

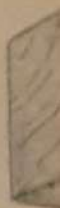
If all pieces are played and there is no successful bridge then the person with the longest continuous line wins. Length is measured in number of vertical and horizontal square faces. Squares can only be counted once in the case where lines re-join themselves.

TIPS FOR BEGINNERS

The best way to block is often 'up stream' of where the threat appears to be. Look further up the line of attack and see if you can block your opponent where their line starts instead of where it is about to finish. Be sparing in the use of your L shaped pieces, these enable you to bridge over two stories, thus claiming the high ground.

MORE ADVANCED PLAY

The real skill of the game is working yourself into a position where your opponent can't stop a win, as opposed to not noticing the line you have been developing. Try playing a game with infinite 'time machines', where you can always replay your last go. In this scenario you can only win by mastering the board completely; giving yourself multiple routes to winning and leaving your opponent unable to block them all at once.



For further advanced play, two additional playing boards and pieces are available from WWW.ETGAMES.CO.UK.

ORIGINS

Discovered whilst on a trip to Nuremburg, Bridget is our version of the Swiss game 'Caminos' designed by Stefan Kögl. The original version won 'Best Family Game' at the Swiss toy awards 2011. We felt it too good to be kept to the confines of the Alps and so brought it back to the UK. This game was hand made in the UK using sustainably sourced wood and organic cloth. It was made in Deptford, East London and finished in a UK Prison, the canvas bag was printed near Hyde in Cheshire and then stitched in a UK Prison. To find out more about our sourcing go to WWW.ETGAMES.CO.UK.



Bridget is designed and distributed by Et Games Limited,
1 Taybridge Road, Battersea, London, SW115PR.

The game concept behind Bridget was created by Stefan Kögl
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