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POP-O-MATIC TROUBLE GAME

GRAB & GO!



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.

5+



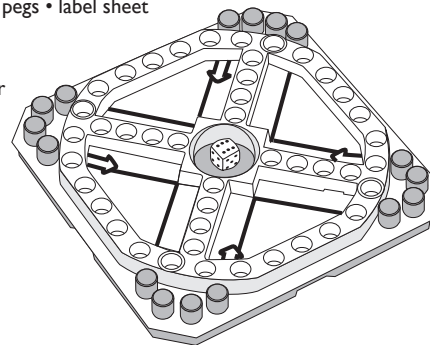
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CONTENTS

Gameboard • cover • 16 pegs • label sheet

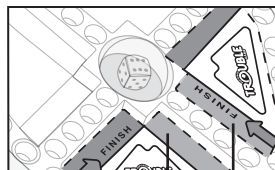
OBJECT

Get all four of your color
pegs around the board
and into your FINISH
zone first.



THE FIRST TIME YOU PLAY

Remove the cover from the gameboard and apply the four labels, lining up like colors as shown.

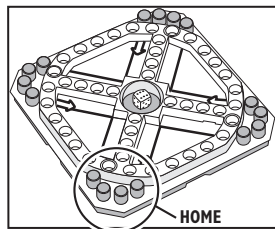


YELLOW YELLOW

GET READY!

Each player chooses four pegs of one color and places them in their matching HOME spaces.

Note: For a two-player game, you may play with two sets of colored pegs each.



PLAY!

The youngest player goes first. Play moves to the left.

ON YOUR TURN

Press the POP-O-MATIC die roller and move clockwise around the board according to the number on the die.

Roll a 1:

You cannot move, but the other players each move a peg from HOME to START.

Roll a 2, 3, 4, or 5:

Move any one of your pegs already in the playing track this many spaces forward.

Roll a 6:

Choose one of the following:

- Move one of your pegs out of HOME to START and pop again.
- Move one of your pegs on the playing track forward six spaces and pop again.

Note: You may only get one extra move on any given turn!

MOVING AROUND THE BOARD

HOME to START

- To move a peg from HOME to START, you must pop a 6 or another player must pop a 1.
- If you already have a peg in START, you can't bring a new peg out. You've blocked yourself!

Occupied Spaces

- When you land on a space occupied by an opponent's peg, send that peg back to its HOME and place your peg in that space.
- You cannot land on your own peg. If that's your only possible move, you forfeit your turn.

FINISH Zone

- Your peg must go around the playing track once to enter the FINISH zone.
- You don't have to enter the FINISH zone by exact count. Move your peg into the first open FINISH space closest to the POP-O-MATIC.

WIN!

Be the first player to get all four of your pegs into your FINISH zone to win!

STORING THE GAME

Place the pegs in their FINISH zone on the gameboard and place the cover on the gameboard.