



popomatic®

TROUBLE®

INSTRUCTIONS

Object of the Game

Be the first player to move all 4 of your colored pegs around the gameboard and into your FINISH LINE. During the game, try to send your opponents' pegs back to their HOME BASES.

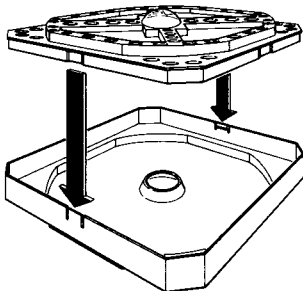
Contents

- plastic game unit with POP-O-MATIC dice roller and cover
- 16 pegs
- 4 cardboard labels

Game Set-Up

1. Remove the cover from the game unit and snap the unit into the cover, as shown in Figure 1.

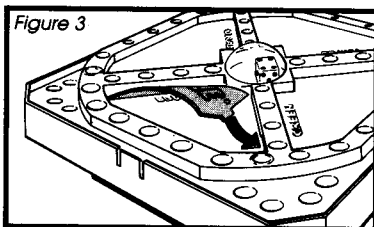
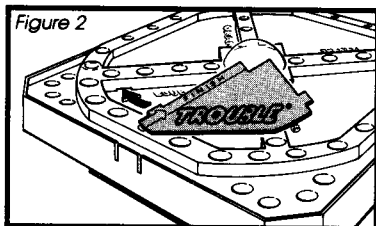
Figure 1



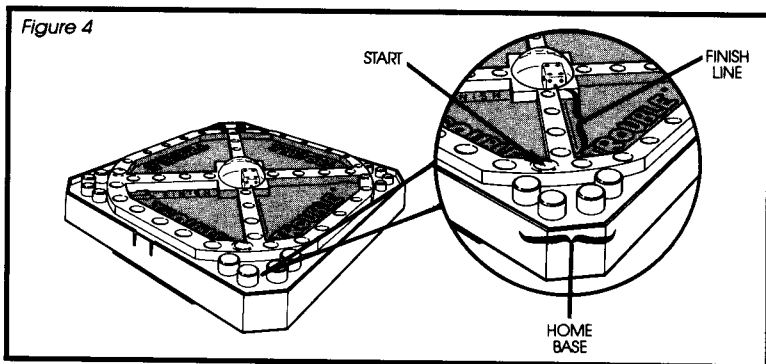
2. LABEL PLACEMENT

Separate the four cardboard labels from the sheet. Match the color of the FINISH LINE on each label to its matching color printed on the

game unit. For example, if the unit says yellow, insert the label with the yellow FINISH LINE into that game section. Slide the FINISH LINE tab into the left slot, as shown in Figure 2. Make sure the colored side of the label is face up. Bend the label slightly and slide the other tab into the opposite slot, as shown in Figure 3. Do this for all labels.



3. Select 4 pegs of one color. Match the peg color to the FINISH LINE color and place the pegs in the matching HOME BASE spaces located in the corner of the game unit. Each player does the same. See Figure 4. If only two people are playing, each can play with two sets of pegs if desired.

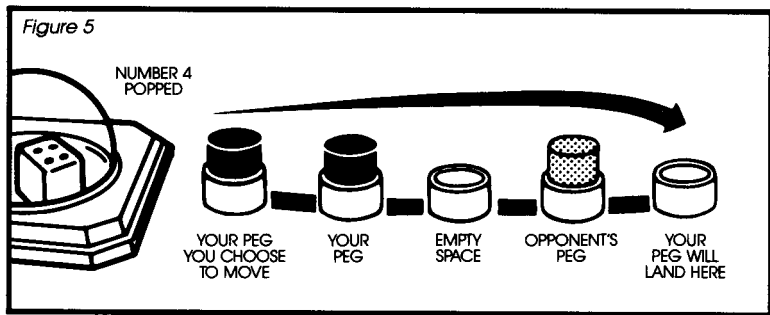


4. **WHO STARTS THE GAME:** Each player rolls the die by pressing down the top of the POP-O-MATIC once, then letting go. The player who pops the highest number goes first. Play continues to the left of the starting player.

How To Play

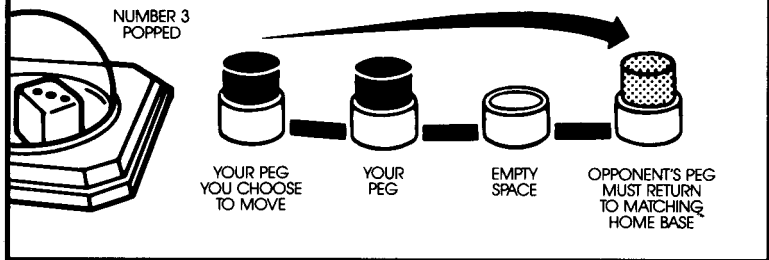
A turn consists of one pop and a move (if possible). *Important:* If the number 6 is popped, the player gets an additional pop and move.

1. On your first turn, you must pop a number 6 to move one of your pegs out of HOME BASE and into the raised START space located in front of your HOME BASE on the playing track. See Figure 4. You pop only once. If you do not pop a 6 on your first turn you cannot move any of your pegs and must wait until your next turn to try again.
2. Once you pop a 6, move one of your pegs into START. Pop-again (remember, you have a free turn for popping a 6) and move the peg in START on the playing track the number of spaces shown on the die.
3. Always move your pegs clockwise around the playing track. Count each space whether it is empty or full. See Figure 5.



4. Pop and move all of your pegs as above. When you pop a 6, you can either move a new peg out to START, or move a peg already in the playing track. Then pop again. If you pop any other number, move one of your pegs in the playing track.
5. If your peg lands on a space that already has an opponent's peg in it, the opponent's peg returns to its HOME BASE and must start all over again. See Figure 6. Your peg now occupies that space.
6. If another player's peg is in your START space when you roll a 6 and want to move a peg out of HOME BASE, that player's peg is sent back

Figure 6



to its HOME BASE and you move your peg into START. If your own peg is in your START space when you pop a 6, you cannot bring a new peg out. You must use the 6 to move a peg already in the playing track. You cannot land on your own pegs.

7. The FINISH LINE: When a peg has moved once around the playing track, it enters its matching color FINISH LINE. A peg cannot go around the playing track more than once. A peg can only enter FINISH if the exact number required to get into one of the FINISH spaces is popped. Pegs in FINISH are safe from other player's pegs because no player can move into another player's FINISH LINE. Pegs can move within the FINISH area only in the direction of the arrows and by the exact count of the die.

How To Win

The first player to move all 4 pegs of his or her color once around the playing track and into FINISH is the winner.

After the game, place the cover over the game unit for easy storage.

Color of parts may vary.

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