

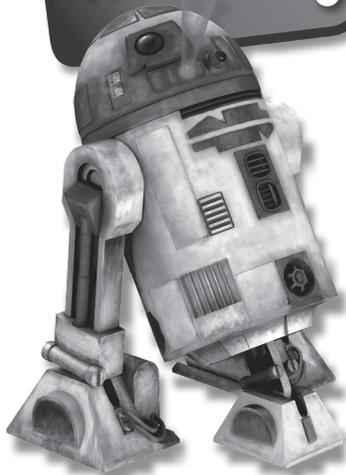
For 2 to 4 Players/AGES 5+



WARNING:

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

STAR WARS[®] R2-D2™ is in POP-O-MATIC[®] TROUBLE[®] GAME



Play the classic Trouble[®] Game and race to get all four of your colored pawns around the gameboard – and then back to the finish first! Add in the special Star Wars[®] themed rules and see if you can help your favorite Star Wars[®] characters race around the chamber to save R2-D2 from the force field. Both versions will get you poppin' and hoppin' to the FINISH area fast!

*You're going to hear a variety of R2-D2 sounds every time you pop the popper because R2-D2 loves to "chatter"! The sounds are just for fun, and do not help or hurt you during gameplay. If you'd like a **quieter game**, you can **turn the sound off** by moving the switch on the underside of the game unit to the OFF position.*

OBJECT OF THE GAME

Be the first player to move all four of your colored pawns around the gameboard and into your FINISH area. During the game, try to send your opponents' pawns back to HOME.

CONTENTS

1 plastic game unit with POP-O-MATIC die roller and R2-D2 character • Gameboard
• 16 Plastic playing pawns • Label sheet

ASSEMBLY

1. Turn the plastic game unit right side up. Slide the gameboard over the electronic module and tuck the tabs into place as shown in Figures 1 and 2.

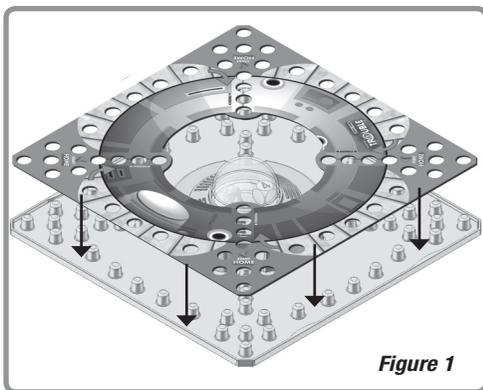


Figure 1

- Apply the corresponding colored labels to the matching colored pawns.

GAME SETUP

- Slide the TRY ME **OFF** **ON** switch on the underside of the game unit to the **ON** position.
- Each player selects 4 pawns of one color and places them in the matching color HOME.
- Who Starts the Game:** Each player rolls the die by pressing the POP-O-MATIC once, then letting go. The player who pops the highest number goes first. Play then continues to the left of the starting player.

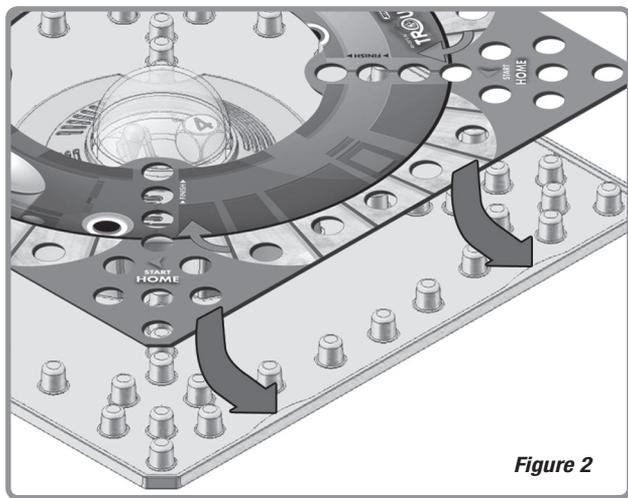


Figure 2

- On your first turn, you must pop a number 6 to move one of your pawns out of HOME and onto START on the playing track. You pop only once. If you do not pop a 6 on your first turn you cannot move any of your pawns and must wait until your next turn to try again.
- Once you pop a 6, move one of your pawns onto START. Pop again (remember, you have a free turn for popping a 6) and move the pawn in START on the playing track the number of spaces shown on the die.

HOW TO PLAY - CLASSIC TROUBLE® GAME

To add in the special Star Wars® rules right away, read the basic rules and then add in the special Star Wars® themed rules explained on page 4. If you're only playing by the classic game rules, R2-D2 does not help you out, he's just watching!

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

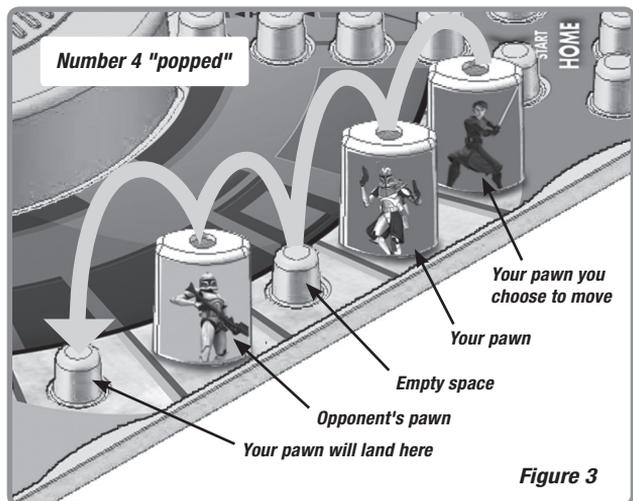


Figure 3

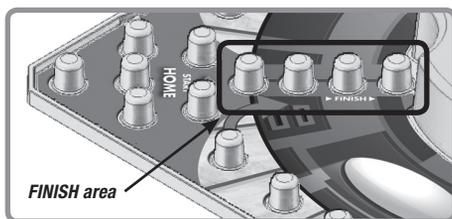
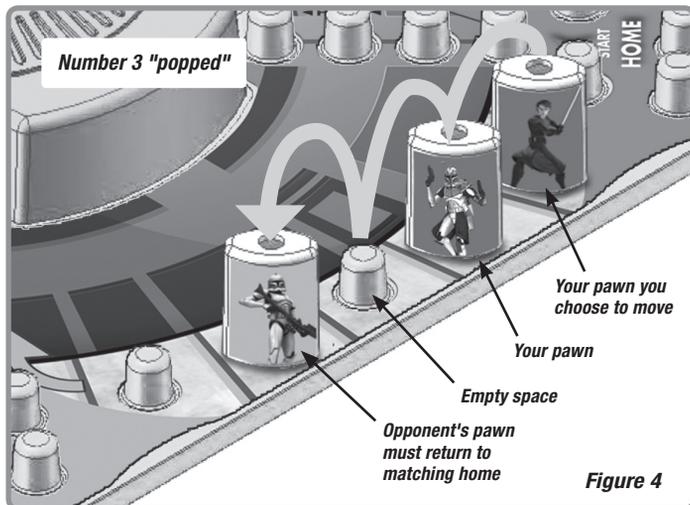
3. Always move your pawns clockwise around the playing track. Count each space whether it is empty or full (See Figure 3.)

4. Pop and move all of your pawns as shown. When you pop a 6, you can either move a new pawn out to START or move a pawn already in the playing track. Then pop again. If you pop any other number, move one of your pawns already in the playing track.

5. If your pawn lands on a space (by exact count) that already has an opponent's pawn in it, the opponent's pawn returns to its HOME and must start all over again. (See Figure 4.) Your pawn now occupies that space.

6. If another player's pawn is in your START space when you roll a 6 and you want to move a pawn out of HOME, that player's pawn is sent back to HOME and you move your pawn into START. If your own pawn is in your START space when you pop a 6, you cannot bring a new pawn out. You must use the 6 to move a pawn already in the playing track. You cannot land on your own pawns.

7. **The FINISH Area:** When a pawn has moved once around the gameboard, it enters its matching colored FINISH area. A pawn cannot go around the gameboard more than once.



A pawn can only enter FINISH if the exact number required to get into one of the FINISH spaces is popped. Pawns in FINISH are safe from other players pawns because no player can move into another player's FINISH area. Pawns can move within a FINISH area only in the direction of the arrows and by exact count of the die.

BE A WINNER!

The first player to move all 4 pawns of his/her color once around the gameboard and into the FINISH area is the winner. The game continues to see who comes in second or third.

SPECIAL RULES FOR CLASSIC TROUBLE® WITH A STAR WARS® TWIST

This game plays by the same rules as the original Trouble® game with a few special rules.

Anytime you pop the popper and R2-D2 stands up straight, that counts the same as rolling a 6! This means you can:

1. Move a new pawn out to START –or–
2. Move a pawn already in the playing track 6 spaces then move that pawn or another pawn the number you rolled on the die –and–
3. Pop again.

Note: If you get lucky enough to roll a 6 AND get R2-D2 to stand up on the same pop, you only get to go again once.

Figure 5 shows you popped a 4 and R2-D2 is standing up! Now you can do one of three things.

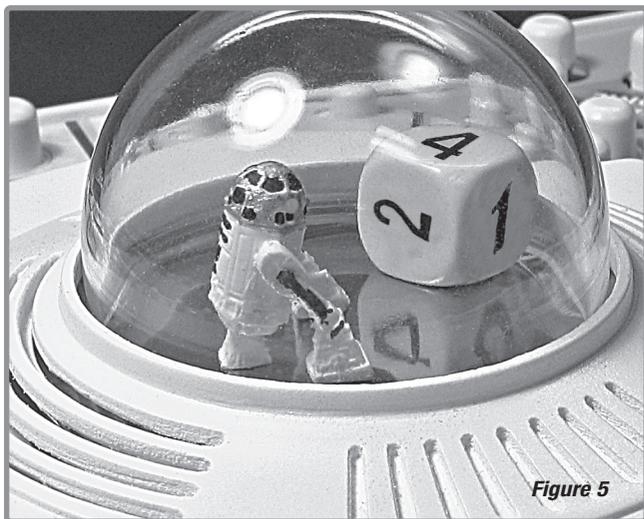


Figure 5

1. Use R2-D2 standing to get a pawn out of START, then move that pawn or any other pawn in play 4 spaces.
2. Use R2-D2 standing to move a pawn 6 spaces, and then move a different pawn 4 spaces.
3. Use R2-D2 standing to move a pawn 6 spaces, and then move that same pawn an additional 4 spaces for a total of 10 spaces.

And don't forget... you also get to pop again!

Figure 6 shows you popped a 4 but R2-D2 is not standing up! This means you get to move 4 and do not get to pop again.

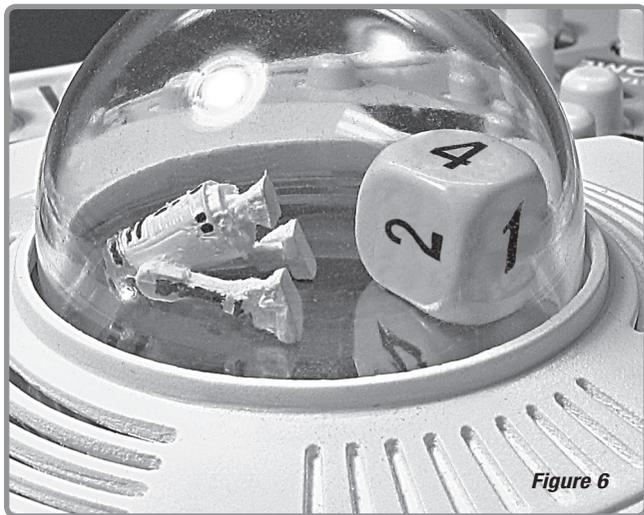


Figure 6

RESTORAGE

Slide the game unit backwards, into the box, to cover the hole. This will prevent the pawns from falling out during restorage.

TO REPLACE BATTERIES

Make sure the TRY ME  OFF  ON  switch on the underside of the electronic console is in the OFF  position. Then loosen the screw on the battery compartment, located on the underside of the console, and remove the door. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.

IMPORTANT: BATTERY INFORMATION



BATTERIES INCLUDED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1. As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
8. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



NOTE TO UK Consumers:

This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.



Not suitable for children under 3 years because of small parts — choking hazard.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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