

Obsidian Tokens

Your Obsidian tokens either have a picture of a Spell Phone or a Trollz pet on the back.

Pet Obsidian tokens allow you to reroll your gem die. For example, if you roll a number on your turn that may cause you to land on a Pimple Spell or Snarf space, you may turn in a pet Obsidian token and reroll the die to try to miss those spaces.

NOTE: If you reroll, you must move that number of spaces even if it causes your pawn to land on a Snarf or Pimple Spell space.

Spell Phone Obsidian tokens allow you to use the Spell Phone instead of moving the number of spaces you rolled. For example, if you roll a number on your turn that may cause you to land on a Pimple Spell or Snarf space, you may turn in a Spell Phone Obsidian token and instead use the Spell Phone to move.

The Spell Phone

Whenever you roll or land on a Spell Phone, it's time to make a call! Pick up the Spell Phone and roll your die. Now turn the Spell Phone dial the number shown on the die.

(Note: If you roll a Spell Phone, roll again until a number is rolled.) Follow the instructions in the text message that appears on the screen.

The Final Showdown

When you have collected four Gem tokens from all the other Trollz, you now have "The Magic of the Five" and are ready to enter into the Final Showdown with Simon. When you land on the Simon space, roll all five gem dice and try to roll all gems to defeat Simon. If you roll a Spell Phone, you have not defeated Simon. Wait here and try again on your next turn. (Note: You are not safe while you are on Simon's space. Another player may use the Spell Phone to exchange places with you or may have you join them at one of the four special places.)

How To Win:

The winner is the first player to defeat Simon in a Final Showdown by rolling all gems on the 5 gem dice.

Storage:

Place all contents in the box with the gameboard on top and close the lid for easy storage.



For 2 to 5 Players
AGES 6+

Welcome to the Trollz™ world! Join the Best Friends for Life as they scoot all around Trollzopolis™ collecting Gem tokens. But watch out for Snarf—Simon Finkle's half dog, half ogre sidekick—or he'll slow down your quest to defeat Simon!

Object

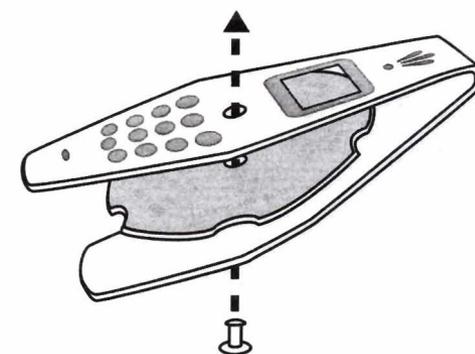
Be the first player to collect all 5 Gem tokens and defeat Simon in the final showdown.

Contents

Gameboard • 5 Trollz Pawns
• Comb • Cardboard "Spell Phone" with Plastic Fastener • 60 Tokens
• 5 Dice • Label Sheet

2. Carefully detach the tokens and Spell Phone from the cardboard parts sheet. Punch out the cardboard screen of the Spell Phone. Discard the cardboard waste.

3. Assemble Spell Phone as shown below (it may help to lay the fastener on a table or flat surface and push the cardboard pieces onto it):



First Time You Play

1. Remove the Trollz pawns, comb, dice and plastic fastener from the plastic blister. If you wish, you may keep the plastic blister for storage.

4. Remove the label sheet from the box and apply the labels to the 5 dice. Each die should have one Spell Phone label and 5 matching colored Gem labels.



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. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. 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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Setup

1. Place the gameboard on a flat surface where all players can reach, and place the Spell Phone to one side of the gameboard.

2. Each player chooses a Trollz pawn, and places it on the center Simon space to start. Players then select the die and Gem tokens that match their Trollz pawn's gem color. Place any unused pawns, Gem tokens and dice within easy reach to the side of the gameboard. You will still need them during gameplay.

3. Place the Obsidian tokens Obsidian-side up in the box top. Players each take three Obsidian tokens that match their gem color to start.

How To Play

Each player rolls the die. The highest roll goes first. Play continues to the left.

1. On your turn, roll your die.

If you roll a number: move your Trollz pawn the number of spaces indicated, following the direction of the arrows. **Note:** More than one pawn may occupy the same space.

If you roll a Spell Phone: follow the instructions for the Spell Phone (see THE SPELL PHONE on back page).

2. Follow the instructions for the space you landed on.

The Spaces



Spell Phone: Make a call on your Spell Phone (see THE SPELL PHONE on back page).



Obsidian: Take one Obsidian token of your color.



Snarf: If you land on a Snarf space, stay there until your next turn. On your next turn, you must roll a 4, 5 or Spell Phone to move. If you don't roll a 4 or better, stay on that space and try again on your next turn. **Note:** You can try to avoid Snarf spaces by using Obsidian tokens (see OBSIDIAN TOKENS on back page) or if another player moves you to another space on her turn.



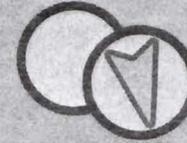
Pimple Spell: If you land on a Pimple Spell space, you must lose your next turn. **Note:** You can try to avoid Pimple Spell spaces by using Obsidian tokens (see OBSIDIAN TOKENS on back page) or if another player moves you to another space on her turn.



School Dance, Cute Boy Alert, New Hairdo and Ride Scoot: If you land on any of these spaces, whether you got there by Spell Phone or by moving onto the space, choose any other Trollz pawn to join you there. You may choose any pawn, even if it is left off the board. Once there, that Trollz must give you one of her Gem tokens, providing you don't have that gem yet. (Remember, you have to collect Gem tokens from the four other Trollz to get the Magic of the Five!) The Trollz who was moved there does nothing. **Note:** It is possible to visit the same locations multiple times during gameplay to collect Gem tokens, but you may not visit a location and then turn around to visit the same location after moving only a couple spaces.



Simon: All players start their Trollz pawn on the Simon space. If you land here on a regular turn, do nothing. Once you have collected the other 4 Gem tokens (along with your own gem) you are ready to battle Simon. You may move onto this space to start the final battle. You do not have to land here by exact count.



Blank/Arrow: You're safe! Wait here until your next turn.



Go To Any Space: You may move your pawn to any space on the board.