



popomatic®

DOUBLE TROUBLE®

FOR 2 to 4 PLAYERS®

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- 1 GAMEBOARD
- 2 POP-O-MATIC DICE ROLLERS
- 8 ARROW PLAYING PIECES
- 4 WHEEL LABELS
- 4 PLASTIC DETOUR WHEELS
- WHEEL PINS
- ADHESIVE TAPE

GAMEBOARD ASSEMBLY

Carefully punch out all the holes cut in the gameboard. You will attach 4 Detour Wheels and 2 dice rollers to the gameboard as shown in Figure 1. Follow assembly rules for the wheels and rollers.

Assembling the Pop-O-Matic Dice Rollers: The two dice rollers are secured to the gameboard by two-sided adhesive tape. Follow these steps to apply one roller:

1. Tear or cut off 3 pieces of tape from the sheet provided. There are 12 pieces on the sheet (6 extra pieces).

2. Peel the backing off one side of the tape pieces.
3. Place them sticky-side-down on the gameboard in the places marked TAPE.
4. Peel the backing from the top of the tape pieces to expose the other sticky sides.
5. Line up one dice roller with the outline on the gameboard and firmly press the roller into place. See Figure 1.

CAUTION: Once the roller is applied, it cannot be moved. Make sure you apply the roller in the proper position.

6. Do the same for the other roller.

Assembling The Detour Wheels

1. Break all the plastic parts off the runner.
2. Peel one wheel label from the label sheet.
3. Apply the label to a wheel piece, as shown in Figure 2.
4. Take one wheel pin and push it through the bottom of the gameboard in one of the Detour Wheel holes. See Figure 3.
5. Snap the wheel onto the pin as shown in Figure 3. Make sure the *playing piece holders* face away from the gameboard.
6. Do the same for the other three Detour Wheels.

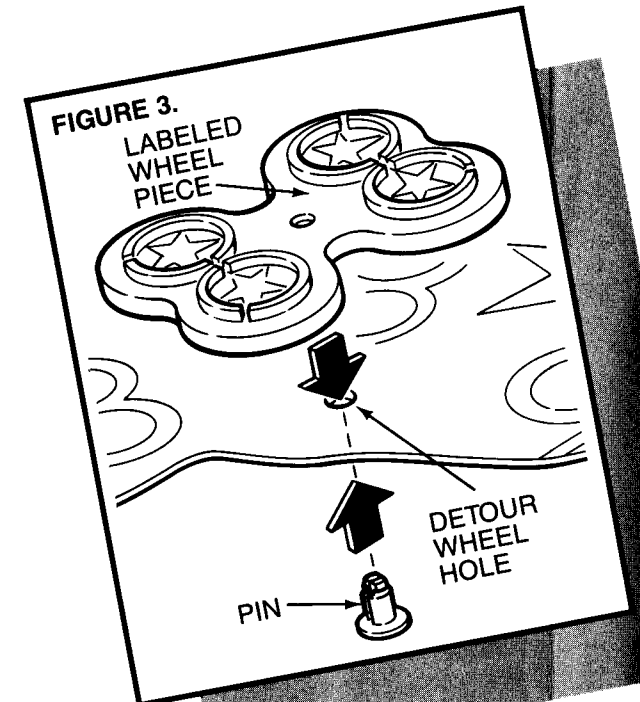
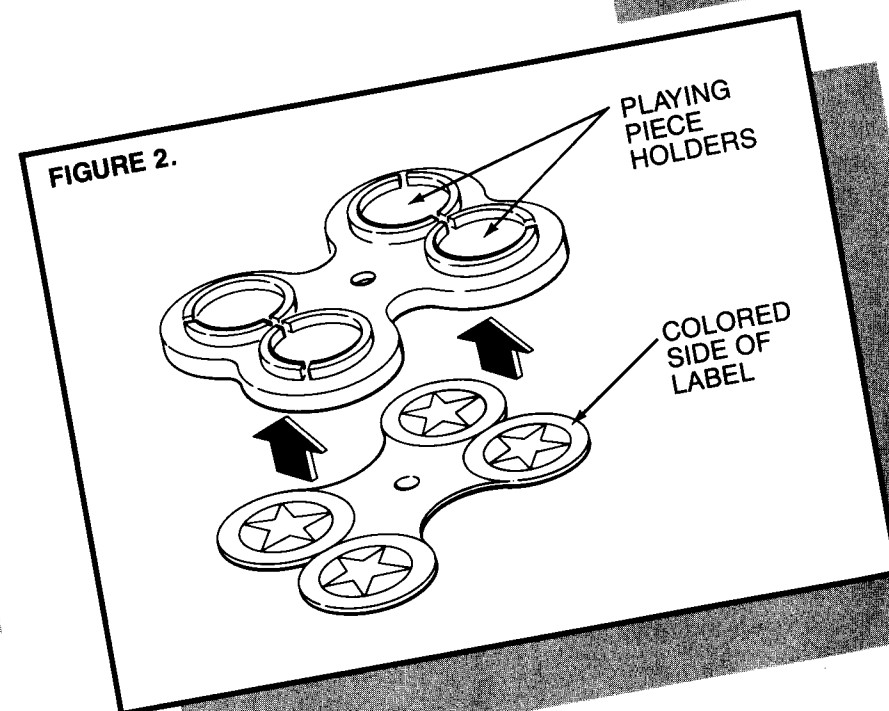
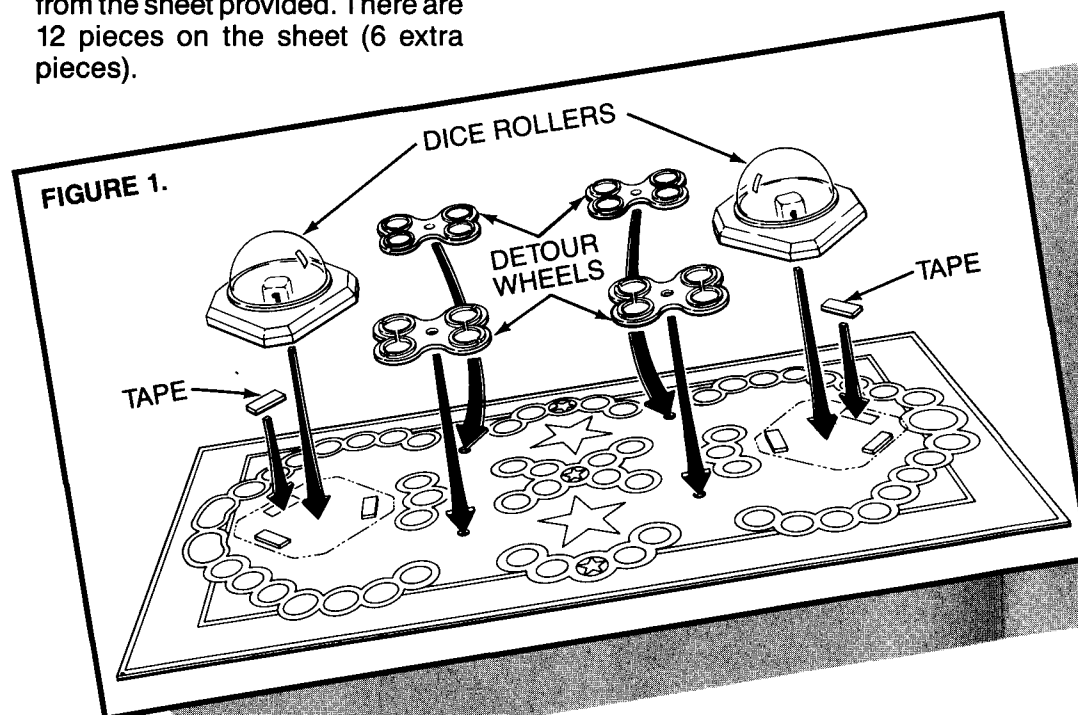
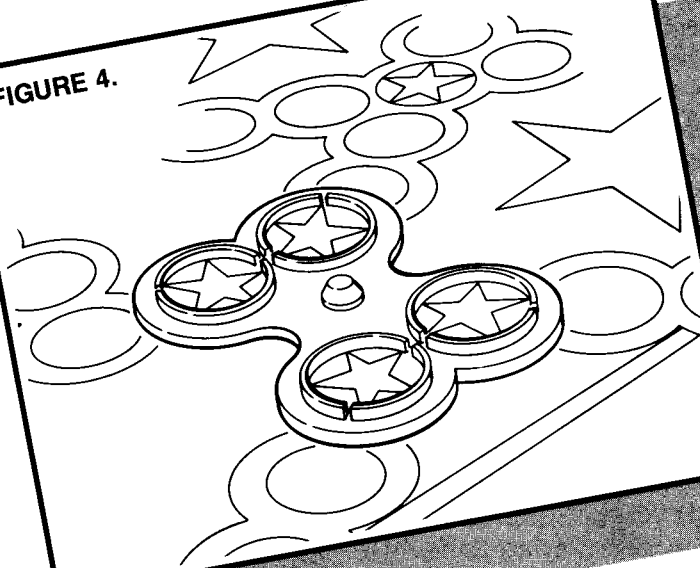


FIGURE 4.



OBJECT

Move both your arrow playing pieces along the path through Detour Wheels and to the FINISH Spaces.

SETUP

1. Turn all the wheels on the gameboard so they are in the position shown in Figure 4.

NOTE: When you turn any Detour Wheel in the game, the star circles must line up with the circles on the path.

GAME PLAY

1. Each player takes two arrow playing pieces of the same color.

2. Youngest player goes first and play continues clockwise to the left.

3. **On Your First Turn:** Place one of your playing pieces on each of the START Spaces on the gameboard. Point both playing

piece arrows in the direction the arrows on their START Spaces point.

4. Pop both dice rollers. Decide which die roll will move which playing piece. Move one of your playing pieces along the path the number of spaces one die indicates and move your other playing piece the number of spaces the other die indicates. Your turn is over.

Note: As you move along the gamepath, keep your arrow playing piece pointing in the direction you are traveling. You can never turn your playing piece and choose to move in another direction unless you land on the center Star Space (See page 5).

Other Movement Rules:

- Always move the full count of each die.
- You can pass any other playing pieces on the path.