

# POP-O-MATIC<sup>®</sup> TROUBLE<sup>®</sup> GAME

AGE 5+ / For 2 to 4 Players



## WARNING:

**CHOKING HAZARD**-Game contains small parts.  
Not for children under 3 years.

## CONTENTS

Game unit with Pop-O-Matic and cover • 16 Pegs

## OBJECT

Be the first player to move all four of your colored pegs around the gameboard and into your FINISH LINE.

## SETUP

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

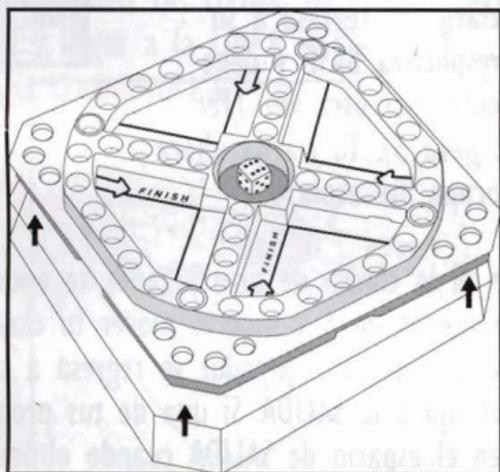


Figure 1

2. Select four 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 2). If only 2 people are playing, each can play with 2 sets of pegs.

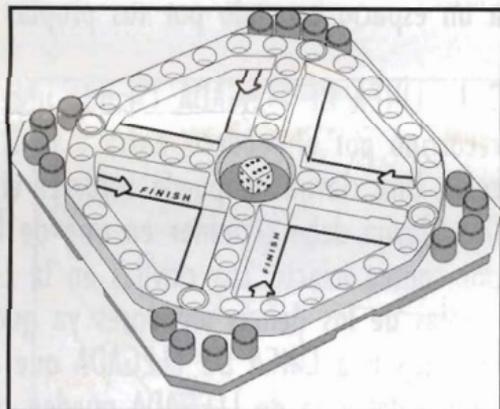


Figure 2

3. Each player pops the die by pressing down on the top of the Pop-O-Matic. The player who pops the highest number goes first. Play then passes to the left.

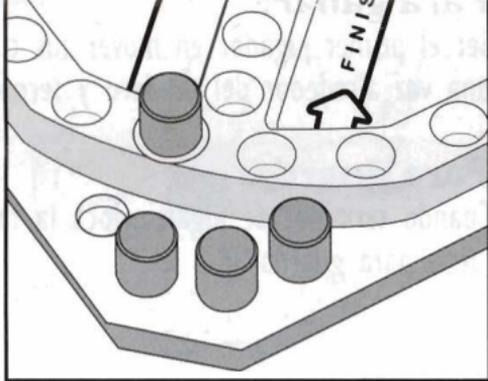


Figure 3

## 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 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 3).

You pop only once. If you do not pop a 6 on your first turn you cannot move any of your pegs. On your next turn, try again.

2. Once you pop a 6, move one of your pegs into START. Pop again (remember, you get a free turn for popping a 6) and move the peg onto the playing track the number of spaces shown on the die.



• If your peg lands on a space

3. Always move your pegs clockwise around the playing track. Count each space whether it is empty or full. (See Figure 4).

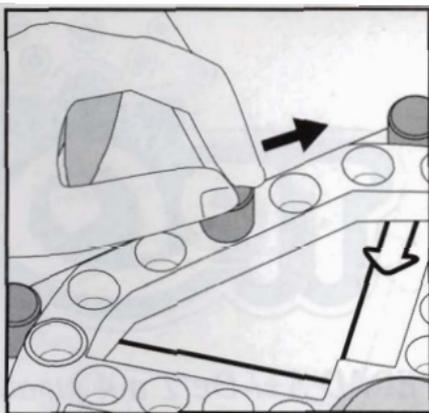


Figure 4

4. Pop and move all of your pegs as above. Pop a 6, you can either move a new peg out of START, or move a peg already in the playing track. Pop any other number and move one of your pegs already in the playing track.

- If your peg lands on a space with an opponent's peg in it, the opponent's peg returns to its HOME BASE and must start all over again. (See Figure 5). Your peg now occupies that space.

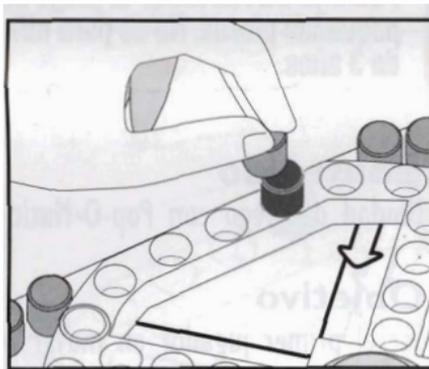


Figure 5

- If another player's peg is in your START space when you pop a 6 and want to move a peg out of HOME BASE, that player's peg is sent back 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 four of his/her color pegs once around the playing track and into FINISH wins.

## Storage

When you are done playing, place the cover back on the game unit for storage.



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, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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