

For 2 or More Players

Big Trouble Bubble

AGES 6+



Figure 1.

Big Trouble Card slot

Demo/Off/On Switch
(underneath unit)

Storage Base

Win button

OBJECT

Pop the Bubble and get someone in BIG TROUBLE!

Be the first player to discard all of your cards to win the game!

CONTENTS

- Big Trouble Game Unit & Storage Base
- 12 Wild Cards
- 8 Big Trouble Cards
- 15 Yellow Cards
- 15 Red Cards
- 15 Blue Cards
- 15 Green Cards

ASSEMBLY

- Remove the storage area from the game unit.
- Remove the game components from the storage area.
- Unwrap the card decks and discard the wrappings.

Batteries included. Replace with 3 x 1.5V "AA"/LR6 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

The batteries in this game are for demonstration purposes only. We recommend you replace them before you play.

Make sure the DEMO/OFF/ON switch on the bottom of the game unit 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 AA-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.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions; 2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries; 3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

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



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings. 2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries. 3. Remove exhausted or dead batteries from the product. 4. Remove batteries if product is not to be played with for a long time. 5. Do not short-circuit the supply terminals. 6. 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. 7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.

SETUP

- Shuffle the two card decks to form one deck.
- Deal 7 cards to each player.
- On the bottom of the game unit, switch the game from **Demo mode** to **On mode**.
- Press the Big Trouble Bubble with the palm of your hand. It will direct you to deal the cards to each player.

GAMEPLAY

The youngest player goes first. Play then passes to the left.

ON YOUR TURN

1. Press the Big Trouble Bubble again to begin (see Figure 1). The game unit will instruct you on how to play by announcing the color card you must discard.

- For example, the Big Trouble Bubble could call out "Get rid of this many RED cards" or "Throw away this many RED cards or BLUE cards."

2. Look at the die on the Big Trouble Bubble and discard that many of the correct color card. If the Big Trouble Bubble tells you to discard more than one color card, you may discard both colors, or only one color, up to the number on the die.

- If you **are able** to discard the exact number it tells you to. Then pop the Big Trouble Bubble and keep going until you aren't able to discard any cards. Then your turn ends.

Remember, the first player to discard all of their cards wins the game – so the faster you get rid of your cards, the better your chances are of beating your opponents!

- If you **are not able** to discard ANY cards, take one from the deck and say "I'm in biiiiig trouble!" Your turn is over.

If you are not able to discard the **EXACT NUMBER** of cards you are directed to, discard as many cards as you can...and then say "I'm in biiiiig trouble!" Your turn is over.

The next player may continue or finish the "run" by putting down the correct color cards. If the next player can't continue or finish the run, he or she must pick up a card from the pile. If this player picks up the correct color card, he or she can discard it right away. If not, the next player may try to continue or finish the run, and so on.

Note: If no players are able to continue a run and it comes back to the player who started that run, that player pops the Big Trouble Bubble again to begin a new run

THE CARDS

BIG TROUBLE CARDS

After putting at least one correct card down, at the end of your turn, you may play a Big Trouble card. Any time a player chooses to play a Big Trouble card... watch out! This allows the player to choose someone else to pop the Big Trouble Bubble, and could cause some double trouble!

To play a Big Trouble card, slide it into the slot (see Figure 1) and follow the directions.

- For example, the game unit could call out "Choose a player and have them pop the bubble for some mighty Big Trouble." The "chosen" player may have to pick up more cards or give cards to another player.

At the end of a Big Trouble run, the player who was "chosen" pops the Big Trouble Bubble next. Note: Don't forget to remove the Big Trouble card from the slot once the Big Trouble run is over.

WILD CARDS

These cards may be used as blue, red, green or yellow cards. You may play a wild card any time it's your turn to play a card (on your turn or continuing another player's run.) Note: If you run out of cards during gameplay, shuffle the discard pile to form a new deck.

WINNING

The first player to discard their entire hand and press the WIN button is the winner

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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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.
- Consult the dealer or an experienced radio/TV technician for help.