

Trouble Rules Spec

Official Rules

Object of the Game

Be the first player to move all four of your colored pegs around the game board and into your FINISH line.

During the game, try to send your opponents' pegs back to HOME.

Setup

1. Each player selects 4 pegs of one color and places them in the matching color HOME. If only two people are playing, each can play with two sets of pegs if desired.
2. 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.

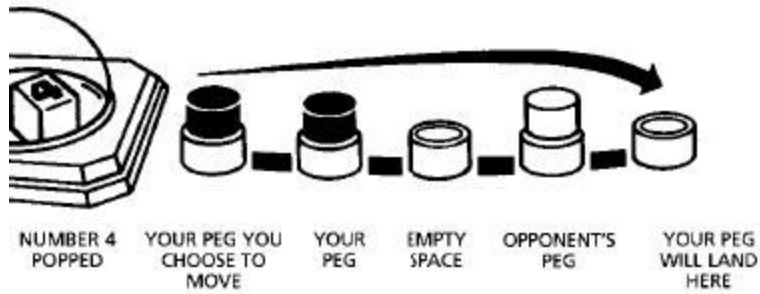


Game Play

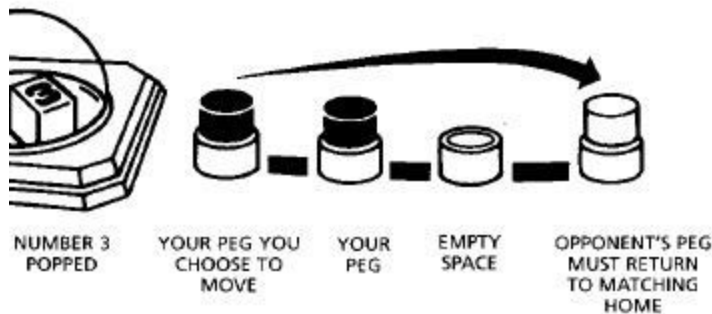
A turn consists of one pop and a move (if possible).

Important: If a number 6 is popped, the player gets an additional pop and move.

1. On your first turn, you must pop a number 6 to move one of your pegs out of HOME and into 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 pegs and must wait until your next turn to try again.
Once you pop a 6, move one of your pegs into START. Pop again (remember, you have a free turn for popping a 6) and move the peg in START on the playing track the number of spaces shown on the die.
2. Always move your pegs clockwise around the playing track. Count each space whether it is empty or full.



3. Pop and move all of your pegs as above. When you pop a 6, you can either move a new peg out to START, or move a peg already in the playing track. Then pop again. If you pop any other number, move one of your pegs already in the playing track.
4. If your peg lands on a space that already has an opponent's peg in it, the opponent's peg returns to its HOME and must start all over again.



Your peg now occupies that space.

5. If another player's peg is in your START space when you roll a 6 and want to move a peg out of HOME, that player's peg is sent back to HOME 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.
6. The Finish Line: When a peg has moved once around the gameboard, it enters its matching color FINISH line. A peg can not go around the gameboard more than once. A peg can only enter FINISH if the exact number required to get into one of the FINISH spaces is popped. The FINISH line is filled from the back forwards so the first piece to enter the finish line must land on the rearmost space, the next piece on the second most rear, etc. Pegs in FINISH are safe from other players' pegs because no player can move into another player's FINISH line. Pegs can move within a FINISH area only in the direction of the arrows and by exact count of the die.

End of the Game

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

Rules Spec

- Each player begins with all four pegs in their Home
- Each player rolls to go first. Play proceeds counter clockwise
- A player must roll a 6 to move a piece from Home to Start
- If one of your pieces is already in the Start position, you cannot move a new peg from the Home space.
- A player gets an extra roll if they roll a 6. If a 6 is rolled it can be used to move a piece from Home to Start. If the player chooses to do this the six is consumed and the player rolls again for their additional roll.
- Once a player rolls they may move any of their pieces the number of spaces on the die or move a piece to Start (if it is a 6)
- Pieces move clockwise around the board. Spaces are counted whether or not they are occupied.
- If your piece lands on (the final space, not spaces stepped over) another player's piece, their piece is sent back to their Home and your piece takes their place. This includes when you move a piece from Home to Start and Start is occupied by another player.
- Once a peg makes it around the board once it must try to enter the Finish Line. A player must roll the exact number to move to the last unoccupied space in the Finish line. If they do not roll this number, that piece cannot move (a piece cannot pass your own start square). If the player cannot move any pieces, their turn is over.
- Pieces cannot enter other players' finish lines.
- Once all four of your pieces are safely in your Finish Line, you win the game. Other players continue to determine 2nd and 3rd positions.