



OBJECT OF THE GAME

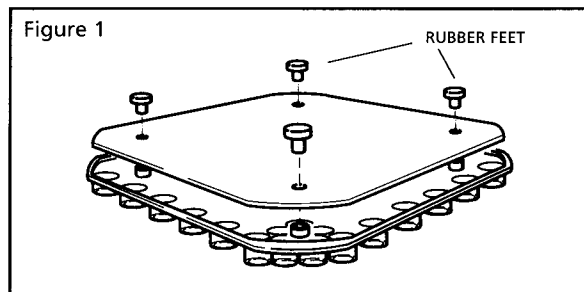
Be the first player to move all four of your colored pegs around the gameboard and into your FINISH line. During the game, try to send your opponents' pegs back to HOME.

CONTENTS

1 plastic game unit with POP-O-MATIC die roller, gameboard, 16 plastic playing pegs, 4 rubber gameboard feet.

ASSEMBLY

1. Turn the plastic game unit upside-down. Turn the gameboard over so it is facedown and fit it over the game unit.
2. Insert the 4 rubber feet into the 4 holes on the back of the gameboard as shown in Figure 1. Now turn the assembled gameboard unit back over and you're ready to play!



GAME 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.

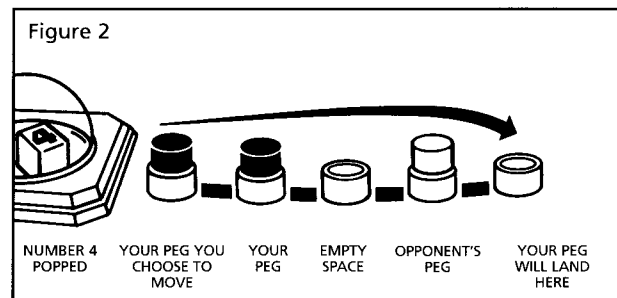
HOW TO PLAY

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.

WARNING:

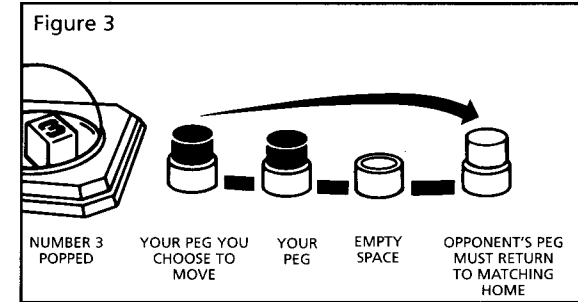
CHOKING HAZARD-Small parts.
Not for children under 3 years.

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.
2. 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.
3. Always move your pegs clockwise around the playing track. Count each space whether it is empty or full. (See Figure 2.)



4. 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.
5. 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. (See Figure 3.) Your peg now occupies that space.
6. 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.
7. **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.

For 2 to 4 players
AGES 5 and up



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 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.

BE A WINNER!

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.

We will be happy to hear your questions or comments about this game. 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, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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