



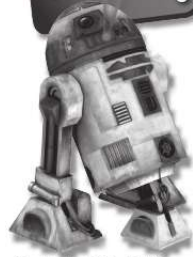
# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO TROUBLE STAR WARS R2 D2 GAME. You'll find the answers to all your questions on the HASBRO TROUBLE STAR WARS R2 D2 GAME in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual HASBRO TROUBLE STAR WARS R2 D2 GAME  
User guide HASBRO TROUBLE STAR WARS R2 D2 GAME  
Operating instructions HASBRO TROUBLE STAR WARS R2 D2 GAME  
Instructions for use HASBRO TROUBLE STAR WARS R2 D2 GAME  
Instruction manual HASBRO TROUBLE STAR WARS R2 D2 GAME

For 2 to 4 Players/AGES 5+

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



Play the classic Trouble® Game and race to get all four of your colored pawns around the gameboard – and then back to the finish first! Add in the special Star Wars® themed rules and see if you can help your favorite Star Wars® characters race around the chamber to save R2-D2 from the force field. Both versions will get you poppin' and hoppin' to the FINISH area fast!

*You're going to hear a variety of R2-D2 sounds every time you pop the popper because R2-D2 loves to "chatter"! The sounds are just for fun, and do not hurt or hurt you during gameplay. If you'd like a quieter game, you can turn the sound off by moving the switch on the underside of the game unit to the OFF position.*

#### OBJECT OF THE GAME

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

#### CONTENTS

1 plastic game unit with POP-O-MATIC die roller and R2-D2 character • Gameboard  
• 16 Plastic playing pawns • Label sheet

#### ASSEMBLY

1. Turn the plastic game unit right side up. Slide the gameboard over the electronic module and tuck the tabs into place as shown in Figures 1 and 2.

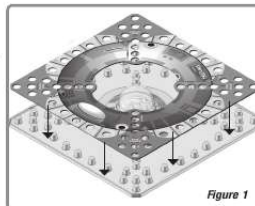


Figure 1

1



[You're reading an excerpt. Click here to read official HASBRO TROUBLE STAR WARS R2 D2 GAME user guide](http://yourpdfguides.com/dref/2835635)  
<http://yourpdfguides.com/dref/2835635>

**Manual abstract:**

Not for children under 3 years. TM OBJECT OF THE GAME Be the first player to move all four of your colored pawns around the gameboard and into your FINISH area. During the game, try to send your opponents' pawns back to HOME. CONTENTS 1 plastic game unit with POP-O-MATIC die roller and R2-D2 character · Gameboard · 16 Plastic playing pawns · Label sheet Play the classic Trouble® Game and race to get all four of your colored pawns around the gameboard and then back to the finish first! Add in the special Star Wars® themed rules and see if you can help your favorite Star Wars® characters race around the chamber to save R2-D2 from the force field. Both versions will get you poppin' and hoppin' to the FINISH area fast! You're going to hear a variety of R2-D2 sounds every time you pop the popper because R2-D2 loves to "chatter"! @@@@Turn the plastic game unit right side up. Slide the gameboard over the electronic module and tuck the tabs into place as shown in Figures 1 and 2. Figure 1 1 2. Apply the corresponding colored labels to the matching colored pawns. GAME SETUP 1. Slide the TRY ME OFF ON switch on the underside of the game unit to the ON position.

2. @@@@3. @@@The player who pops the highest number goes first. Play then continues to the left of the starting player. Figure 2 1.

On your first turn, you must pop a number 6 to move one of your pawns out of HOME and onto 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 pawns and must wait until your next turn to try again. 2. Once you pop a 6, move one of your pawns onto START.

Pop again (remember, you have a free turn for popping a 6) and move the pawn in START on the playing track the number of spaces shown on the die. HOW TO PLAY CLASSIC TROUBLE® GAME To add in the special Star Wars® rules right away, read the basic rules and then add in the special Star Wars® themed rules explained on page 4. If you're only playing by the classic game rules, R2-D2 does not help you out, he's just watching! A turn consists of one pop and a move (if possible). @@@Always move your pawns clockwise around the playing track. @@@Pop and move all of your pawns as shown. @@@Then pop again. @@@5. @@@(See Figure 4.) Your pawn now occupies that space. 6.

@@@If your own pawn is in your START space when you pop a 6, you cannot bring a new pawn out. You must use the 6 to move a pawn already in the playing track. You cannot land on your own pawns. 7. The FINISH Area: When a pawn has moved once around the gameboard, it enters its matching colored FINISH area. A pawn cannot go around the gameboard more than once. Your pawn you choose to move Your pawn Empty space Opponent's pawn must return to matching home Figure 4 FINISH area A pawn can only enter FINISH if the exact number required to get into one of the FINISH spaces is popped. Pawns in FINISH are safe from other players pawns because no player can move into another player's FINISH area. Pawns 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 pawns of his/ her color once around the gameboard and into the FINISH area is the winner.

The game continues to see who comes in second or third. 3 SPECIAL RULES FOR CLASSIC TROUBLE® WITH A STAR WARS® TWIST This game plays by the same rules as the original Trouble® game with a few special rules. Anytime you pop the popper and R2-D2 stands up straight, that counts the same as rolling a 6! This means you can: 1. @@@@Now you can do one of three things. 1.

@@@NO INCLUIDAS x3 x3 2. Use R2-D2 standing to Se recomiendan pilas alcalinas. @@@pilas alcalinas. different pawn 4 spaces. Requiere un destornillador en 3.

@@@you also get to pop again! Figure 6 shows you popped a 4 but R2-D2 is not standing up! @@@@Replace AAA or door and Alkaline batteries recommended. Phillips/cross head the R03 size tighten the screw. 1.5V s TO REPLACEREcommended. @@@Phillips/cross head screwdriver (not included) needed to replace batteries. Please retain this information for future reference. Batteries should be replaced by an adult. AAA o R03 de 1,5 V 3 PILAS REQUERIDAS CAUTION: x3 NO INCLUIDAS destornillador en batteries, 1. As with all smallcruz las pilas. the batteries used with this product should (no incluido) para colocar DASbe kept away from small children who still put things in their mouths.

@@@If you pilas alcalinas. @@@NO las pilas. ra s. 2. Always follow the instructions carefully. @@@x3 PILAS INCLUIDAS Se recomiendan AAA R03 1,5 V 3. Do not mix old batteries and en pilas alcalinas. @@@pilas. 4. Remove exhausted or dead batteries from the product. 5. Remove batteries if product is not to be played with for a long time. 6. Do not short-circuit the supply terminals. 7.

@@@8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

Se recomiendan pilas alcalinas. Requiere un 5 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. @@@This Class B digital apparatus complies with Canadian ICES-003. @@@@Please write to: Hasbro Games, Consumer

Affairs Dept., P.

O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). @@@BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276. © 2009 Lucasfilm Ltd. & ® or TM where indicated. All rights reserved. The HASBRO and MB names and logos and TROUBLE and POP-O-MATIC are trademarks of Hasbro, © 2009 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & ® denote U.

S. Trademarks. Colors and parts may vary from those pictured. Retain this package for future reference. Conservez cet emballage pour référence ultérieure. 1011678500 PROOF OF PURCHASE 16785 GAMES ® ® ® TM hasbrogames.com TM 6.



[You're reading an excerpt. Click here to read official HASBRO](#)

[TROUBLE STAR WARS R2 D2 GAME user guide](#)

<http://yourpdfguides.com/dref/2835635>