

Double TroubleTM

(2 to 4 Players)

OBJECT: To be first player to get rid of all his puzzle pieces.

BEFORE PLAY: 1. Shuffle puzzle pieces and deal out evenly. If two play, each has 12 pieces; three players, each has 8 pieces; four players, each has 6 pieces.

2. Spin to establish color. Each player has a different color.

PLAY: Player who has spun red is first player. Player to his left takes the spinner and tries to spin red to stop first player from putting too many pieces together. (To stop a player you must spin his color.) As soon as red is spun, first player must stop, and player that was spinning takes his turn. He passes spinner to player on his left who tries to put him out as fast as possible. (Note: Spinner must always make at least one complete revolution.)

When spinning, if TRADE is spun, player spinning calls, "Trade," and player putting pieces together must exchange one of his pieces with another player. Meanwhile the player spinning spins again. The exchange must take place before spinner stops or player placing pieces must skip his next turn.

If DOUBLE TROUBLE is spun, player placing pieces must remove one piece from the puzzle and stop playing.

First player to use all of his puzzle pieces is the WINNER. Other players continue playing until puzzle is completed, establishing 2nd, 3rd, and 4th places.

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