

SUMMARY OF MOVES FOR SUPER GAME CARD COMBINATIONS
(P = Picture Card B = Bonus Card)

COMBINATION MOVE

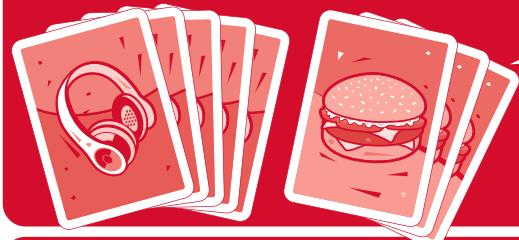
5P+3B move 7 or you move 5 and move another player back 2.

4P+3B move 6 or you move 4 and move another player back 2.

3 or 2 or 1P+ 3B move back 2.

Up to 5P and not 3B move by the number of P Cards.

Your playing piece is on a 'Headphone space'



You have 5 picture cards which match the square you are on and three bonus cards.

You can move 5 spaces and move another player back 2.

Your playing piece is on a 'Coffee cup space'



You have 4 picture cards which match the square you are on, and three bonus cards.

You can move 4 spaces and move another player back 2.

Your playing piece is on a 'Coffee cup space'



You have 1 picture card which matches the square you are on and 3 bonus cards.

You have to move back 2 spaces.

If you have picture cards which match the square you are on and no bonus cards, move forward the number of matching picture cards you have.

See more fun games at www.drumondpark.com

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WARNING! Not suitable for children under 36 months
due to small parts. Choking Hazard.

Colour and contents may vary from those shown.
Please retain this information for future reference. Made in China.



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Item no: 2050

AGES 8+
For 2-8 Players

PANDEMONIO RULES

CONTENTS:

- Colin the Coffee Cup Timer
- Playing Board
- Coffee Cup Track
- 64 Playing Cards
- 8 Playing Pieces (Spike and Crown)
- Instructions
- Stickers

AIM OF THE GAME

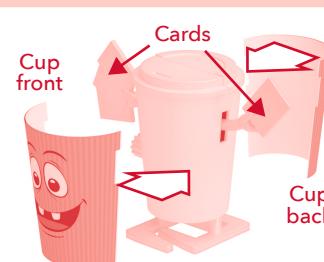
To be the first player to travel up the board AND back again to your starting space. During a turn players swap cards with each other (always equal numbers of cards, face down) to try and collect as many as possible that match the picture that their playing piece is sitting on. They then move up the board by the number of matching cards collected.

There are two levels of play: PANDEMONIO and SUPER PANDEMONIO. In PANDEMONIO players only collect cards matching their board space, whilst SUPER PANDEMONIO introduces a nasty TWIST which makes playing even more exciting.



Join the two halves of the track as shown and locate onto the Playing Board pushing the four pegs underneath into their corresponding holes. The arrows on the track should face away from the START space.

Carefully apply the stickers to Colin as shown (the winder is under his right arm).



Wind up Colin by turning the winder on his side clockwise until you feel it start to get tight. Then hold his feet still until he's standing on the board, ready to go. Be careful not to overwind the spring!

PREPARING TO PLAY

You each take a playing piece and ring of the same colour. Put your playing piece on a Picture Square at the START end of the playing board. Put your ring at the far end of the same row on the playing board.

A dealer is chosen by common consent.

There are eight different pictures on the board and cards.

Coffee Cup, Headphones, Aeroplane, Burger, Lightbulb, Football, Teeth and Bike.

From the pack the dealer picks out the same number of cards of each picture as there are players.

For example: For five players the dealer takes five of each picture card from the deck and sets the rest aside. So you are playing with $5 \times 8 = 40$ cards. These cards are shuffled and dealt. Each player should receive eight cards.

PLAY

Remember - during each turn of frantic card swapping you are trying to collect the cards with the picture your playing piece is sitting on and get rid of the rest.

Wind up Colin the coffee cup and set him off down his track in the middle of the board. All players immediately start to swap cards with each other. Cards are ALWAYS swapped face down. Players call out the number of cards they want to swap. The number of cards given and received in a swap MUST ALWAYS be the same. REALLY go for it, call out over other players, fight for YOUR swap. Be shy and you will lose out!

You can swap any mix of cards and as often as you like until the time has run out. You DON'T HAVE TO swap with anyone, and you can stop swapping when you have the best hand you think you can get.

When Colin the coffee cup reaches the end of his track everybody lays down their cards face up for the others to see. Everyone moves their playing pieces forward by the number of matching cards collected. If anyone has no matching cards they must stay where they are on the board and try again next turn.

