

Trouble

The rules on one page

Players

2 to 4

You need

A Trouble game: the board with its Pop-O-Matic die roller, and 16 pegs, 4 in each of 4 colors

Goal

Get all 4 of your pegs once around the board and into your Finish line

Game ends

When one player has all 4 pegs in Finish. That player wins. The others may play on for second and third.

Setup

1. Each player chooses a color and puts that color's 4 pegs in the Home of the same color. Home is where pegs wait before they enter the track.
2. To choose who goes first, each player pops the die once. The player with the highest number goes first. Play then passes to the left.

How to play

1. **Pop the die.** Press the top of the Pop-O-Matic down once and let go. The die inside jumps and lands. The number on top is your pop.
2. **Pop a 6 to leave Home.** A peg can leave Home only on a 6. Move it from Home onto your Start space on the track. On a 6 you may instead move a peg already on the track 6 spaces. If all your pegs are in Home and you pop any other number, you cannot move.
3. **A 6 earns another pop.** Every time you pop a 6, you get another pop and move after this one.
4. **Move a peg the full number.** With any number other than 6, move one of your pegs already on the track. You choose which one. Move it clockwise by the whole number popped, counting every space, empty or full.
5. **Do not land on your own peg.** A move cannot end on a space where one of your own pegs sits. If none of your pegs can use the number, you lose that move.
6. **Send other pegs back Home.** If your move ends on a space holding another player's peg, that peg goes back to its owner's Home. Your peg takes the space. The owner needs a 6 to bring the peg out again.

7. **Go into your Finish line.** After one trip around the track, a peg moves into the Finish line of its own color. It can go in only with the exact number that stops it on one of the Finish spaces. A peg never goes around the board twice.

Scoring

The first player to move all 4 pegs of their color once around the board and into Finish wins the game.



familygamerules.com/trouble has rule questions, other ways to play and a scorekeeper. Free to print and share.

Checked against Winning Moves and Wikipedia, October 2026.

TROUBLE and POP-O-MATIC are trademarks of Hasbro. This site is not affiliated with or endorsed by Hasbro.