

Troll in a Hole

Help the King Troll to make his stinky stew by collecting the most yucky bug ingredients for him! Move the trolls to the hole in the centre of the board, then count up who has collected the most ingredients to win the game!



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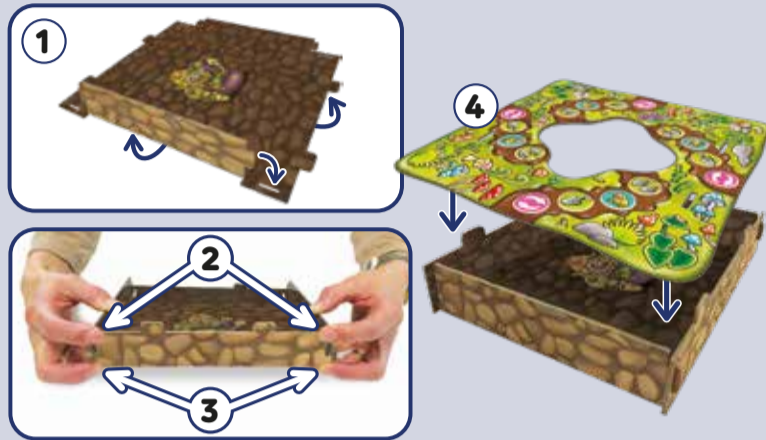


Contents

- 4 double-sided path boards • 30 slime cards • 4 sack boards • 4 troll playing pieces and stands • 1 spinner board
- 1 two-part spinner (separate the plastic arrow from the base and attach the spinner board) • 1 3D board with base and top

BEFORE YOU START: How to construct the 3D board

- 1 Fold the sides of the brown board base up and fix in place by locating the tabs into the slots using the following method:
- 2 When the tabs and slots are lined up, use your index fingers to press at the top of the folded side, locating the tabs into the slots as you...
- 3 ...use your middle fingers to gently press at the bottom. Repeat on the other side.
- 4 Place the large board top over the upright tabs of the base board (which side shown, will depend on the game you are playing). Note: This action is only required once, as the assembled 3D board will fit back into the packaging at the end of each game.



When packing the game away, remove the board top, place all the cards, sacks, spinner and trolls inside the 3D board base. Replace the board top and slide into the packaging, along with the path boards, ready for your next game of **Troll in a Hole!**

MAIN GAME: Individual path boards

Setting Up the Game

Set up the 3D board in the centre of the table, with the four path boards leading up to the middle (all boards **including** the 3D board should be **spade side up**).

Each player takes a troll and stand, slots it together and then takes a matching sack board (blank side up). Place the troll on the table at the start of the path board.

Spread all the slime cards, colour side up on the table, and place the spinner within reach of all players.

1 To Play

The youngest player starts. Spin the spinner and move your troll along the path the number of spaces shown.



Land on a spade? Time to dig in the swamp! Turn over a slime card of any colour and add it to your sack board (it will show 1, 2 or 3 yucky bug ingredients).



Land on two spades? Time to dig in the swamp twice! Turn over two cards of any colour and add them to your sack board.



Land on a frog? He's a hungry frog who eats some of your ingredients! Choose one of your cards and return it, face down, to the table.



Land on a fruit? Oops! you trod on a squelchy splatberry! Hold your nose and blow a raspberry!



Land on arrows? Swap any one of your cards with any card from the table.

NB: for for a more tactical game, swap with another player of your choice.

After each of these actions, play passes to the next player



2 Play continues

Play continues until **all players** have reached the hole, placing their troll in the hole. Players then count up the bug ingredients shown on their sack board and place them in the hole.

3 The winner

The winner is the player who has collected the most yucky ingredients for King Troll's stinky stew.

BONUS GAME: One long path board

Setting Up the Game

Set up the 3D board in the centre of the table, with up to four path boards in one long line leading to the 3D board (all boards **including** the 3D board should be colour space side up). The fewer path boards, the shorter the game.

Each player takes a troll and stand, slots it together and then takes a matching sack board (colour space side up). Place all the trolls on the table at the start of the path board.

Spread the slime cards, colour side up on the table, and place the spinner within reach of all players.

1 To Play

The youngest player starts. Spin the spinner and move your troll along the path the number of spaces shown. If you land on:



A colour space: turn over a **matching** coloured card from the table and add it to the same coloured spot on your board (the card will show 1, 2 or 3 yucky bug ingredients)



A multicoloured space: turn over **any** coloured card from the table and add it to the same coloured spot on your board (the card will show 1, 2 or 3 yucky bug ingredients)



A colour that you have already covered on your board: return that coloured card back to the table, ingredient side down.



A dragonfly: move to the space indicated by the white arrow

After each of these actions, play passes to the next player

2 On the 3D board

Once you reach the 3D board, you can decide whether to go left or right on the path!

3 Play continues

Play continues until **all players** have reached the hole, placing their troll in the hole. Players then count up the bug ingredients shown on their sack board and place them in the hole.

4 The winner

The winner is the player who has collected the most yucky ingredients for King Troll's stinky stew.

