



DON'T GET CAUGHT!

Playing Instructions

Goal:

The goal of this game is to win points by removing playing pieces without moving nearby pieces. At the end of the game, the player with the most points wins.

Setting up:

Pull the spring-loaded bar back and carefully place the colored pieces into the tray. Let go of the bar so that all of the pieces are pushed tightly together. You may need to jiggle the bar so that the pieces crowd together.

Scoring:

The playing pieces have different values. The larger pieces are worth more, but they are trickier to pull out.

Red : 15 points

Blue : 10 points

Green: 5 points

How to Play:

1. Each player takes a turn removing one playing piece. If the player disturbs any other pieces (even slightly), he or she must return the piece to the tray and the turn passes to the next player.
2. A player may touch only one playing piece per turn. If the player touches a piece, he or she must remove that piece or else pass his or her turn to the next player. Play continues until no one can remove a playing piece without causing other pieces to shift.
3. Players may pass as many times as they like, but if every player passes two times in succession, the first player of the next round must remove a piece.
4. When no more pieces can be removed without disturbing the other pieces, the game is over. The points are added up and the player with the most points wins the game.

