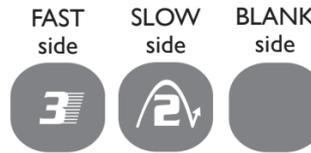


Too Bad!™
The Start-to-Finish Game Where You Make Your Own Luck!
 2-4 Players AGES 10 and up

Too Bad! is unlike any other race game you've ever played. The Dice are special and serve as playing pieces. The "speed" numbers, on two of their sides, determine how far you move on a turn. Sometimes the numbers on several Dice are added together and you'll really move far!

To **Win**, be the first player to move your four Dice to the Home circle.

To **Get Ready**, select a set of four like-colored Dice. The number showing on a Die is its current "speed." (Turn your Dice to their "fast" sides.)



- Place each on its starting "Safe" space (all "1's" start together, etc.)
- Take turns moving; youngest goes first. Play always passes to the player on the left.

To **Play**, move one Die (they are never rolled like in other games). What happens depends on where you start your move, and where you land.

- If your Die begins alone on a space, **move it forward by its own speed**.
- If your Die is on a Safe space, **move it the total of ALL Dice on the space**. For example, on the 3's Start/Safe Space, the first "3" Die moves twelve spaces, the second "3" Die moves nine spaces, the third "3" Die moves six spaces and the last "3" Die moves three spaces.
- If you land on an opponent's Die (on other than a Safe space), **move his die backwards** the total of its speed and your Die's speed ("Too Bad!").
- If you land on your own Die (on other than a Safe space), you get a bonus, **move it forward** the total of both these Dice ("Too Good!").
- If a "chain reaction" of moves occurs, the turn ends when the last Die comes to rest.

SAFE

Safe spaces are safe for all Dice. Nothing else happens when a Die lands here.

SLIP & FLIP

When you land (at the end of your move) on the first space of a "Slip & Flip," slide your Die to the Safe space at its other end and then **flip it** to its other numbered side.

- If any other Dice are on the slide, "bump" each (flip it) to a blank side and leave it on the space it was on. Blank Dice cannot move. However, if a Die on this slide is already blank, flip it to its fast side!
- You may spend a turn flipping a blank to its fast side, so it can move on a later turn.

CHOICE



The spaces with two arrows indicate you can move through the adjoining Safe space, or bypass it, as you desire.

HOME BONUS

When one of your Dice reaches HOME, you may move another of yours the total speed of **all** the Dice in Home. (This bonus gets bigger as the game progresses.) Should this Die also reach Home, you do not get another bonus on this turn.

RULES FOR 2 PLAYERS

Each player commands two sets of different colored Dice. On your first turn, move a Die from one set. On your second turn, move a Die from the other. Continue to alternate throughout the game. The player who is first to move all pieces from both of his sets onto Home wins the game.



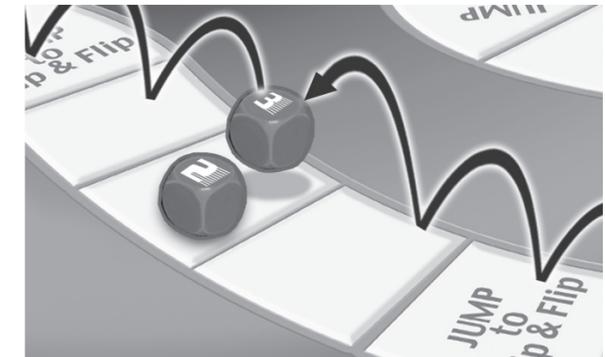
Dice of the same number (fast sides) start together.



Pink causes the Orange "4" to move back 7 spaces.



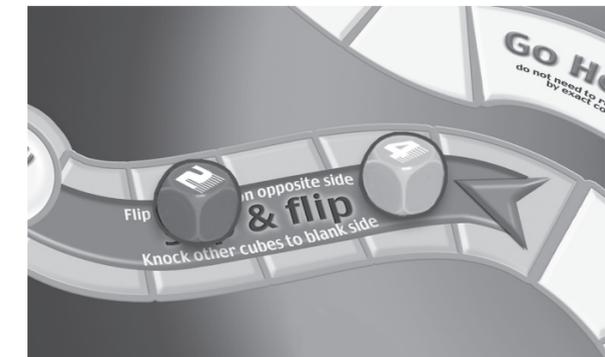
A move from a non-safe space.



By landing on a die of its own color, the Pink "3" bounces ahead five more spaces!



The next die to move from this Safe space moves nine spaces!



These dice will flip to their blank sides if any other die lands on the Slip & Flip and slides to its end.



Contact us:
 Winning Moves Games
 75 Sylvan Street
 Suite C-104
 Danvers, MA 01923

Phone: 1-800-664-7788 ext. 114
 Fax: 978-739-4847
 Email: wmoves@winning-moves.com

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