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Trouble

-The goal of the game is to get all 6 movement pieces around the board via the popper in the middle and the first person to maneuver and get all 6 pieces back to their starting point wins.

New Rules

- Everyone chooses a number from 1 through 6 before the popper goes off
- Then players get to debate on whether they want to exchange numbers
- All numbers drawn must be concealed unless your exchanging it with someone
- After the number been popped and you chose the wrong number all players besides the winner has to wait at their homes. Meanwhile the winner gets to traverse the board according to the number he got he can choose to move that many steps or less.
- If a player rolls a number that's going to land on another a gamble moment is initiated where the attacker can choose to gamble how many times he has moved to get to the current position and have the defender stay at home base for that long or if he fails he will have to go back. How the gamble moment plays is that they both choose a number that they think will be the closest to the losing number in the beginning of the game and whatever number is rolled will decide the winner.
- There will be bombs set across the map and if you land on one your next turn is skipped
- There are six pieces that you have to traverse the board with and end up back at home base with to win the game
- You can only take out the remaining pieces from your base if you roll the set winning number or ask someone to exchange a one of their pieces for a token
- If a trade is done like this anytime the trader pieces gets bombed or sent back via gamble moment they can exchange their token and have your piece take the punishment instead.



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