



For 2 to 4 players / Ages 4 and up

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OBJECT

To be the first player to get both your peanuts out of the peanut barrel marked START, all the way around the track and out of the peanut butter factory, and onto the space marked FINISH! But watch out for the Peanut Patrol truck! It's roaming around the track, trying to scoop you up and bring you all the way back to START—and turn you into peanut butter!

EQUIPMENT

- PEANUT PANIC™ truck • Factory track in 4 pieces
- Color spinner insert • 8 Peanut movers
- Consumer-applied labels

ASSEMBLY

- To be done by an adult: Unscrew the battery compartment door above the back bumper of the truck. Insert 1 AA battery (we recommend alkaline), being careful to align the + and - to match the markings inside the compartment. Replace the door and screw. Batteries may leak if improperly installed. Remove during extended storage.
- Snap the four track pieces together to form a circle and set the spinner down in the center, as shown on the package and the back of this sheet.
- Apply the labels to the truck, driver and track, as shown on the package and the back of this sheet. Be careful to get the dots on the track in the correct color order: Match the dot color with the initial of the color (Y, G, B, R) embossed on the space. The two star labels and one of the red dots go on the three unmarked track spaces. See the photo on the back.
- The "dumper" part of the truck may snap off if the truck is dropped. If this happens, simply snap it back on.

SETUP

- Give each player 2 matching color peanut movers. Players place both their peanuts in the peanut barrel marked START.
- Using the switch located above the rear bumper, switch the Peanut Patrol truck ON. Place it on the track in front of the START space, positioning it so it will move clockwise around the track. The truck will automatically shut off. You're ready to begin!

GAME PLAY

The youngest player goes first. Play passes to the left. On your turn, spin the spinner and act accordingly!

What did you spin?

- **Color space:** Move either of your peanuts to the first available matching color spot on the track. (No squeezing: Two peanuts may not occupy the same space!) If the red space has a star, see "Star," at right.

- **"Hop to Front!":** Put either of your peanuts on the spot in front of the leading peanut. If one of yours is already the leader, move your second nut to the front. If both your nuts are in the lead, move the front one ahead one more space, or leap-frog the back mover to the front. If one has already escaped, move the one that's still on the track.



- **ON:** Your peanuts stay put. Press the Peanut Patrol driver's hat to start him up—then WATCH OUT! Who will he scoop up? Any player whose peanut is picked up by the truck and dumped back in the peanut barrel at START must wait for his or her next turn to start out again onto the track. Note: Always wait for the driver to finish his trip around the track before the next player goes.



FALLEN PEANUT! If the Peanut Patrol knocks your peanut over, drops it or is in any way unsuccessful in its attempt to capture it, the nut is safe. Just place it back on the track right where it was.

RUNAWAY TRUCK? If a player accidentally bumps the truck and it starts off around the track, pick it up and place it back at START. It will shut off automatically.

Special track spaces...

- **Star:** Whenever you land on either Star space, you start up the Peanut Patrol truck right away! Press the driver's hat.
- **FINISH!:** If you spin a color and there are no more track spaces of that color, you move onto the FINISH—because it has all of the colors on it!



WINNING

The first player to get *both* his or her peanuts through the peanut butter factory and onto the FINISH space wins!

FOR A SHORTER GAME

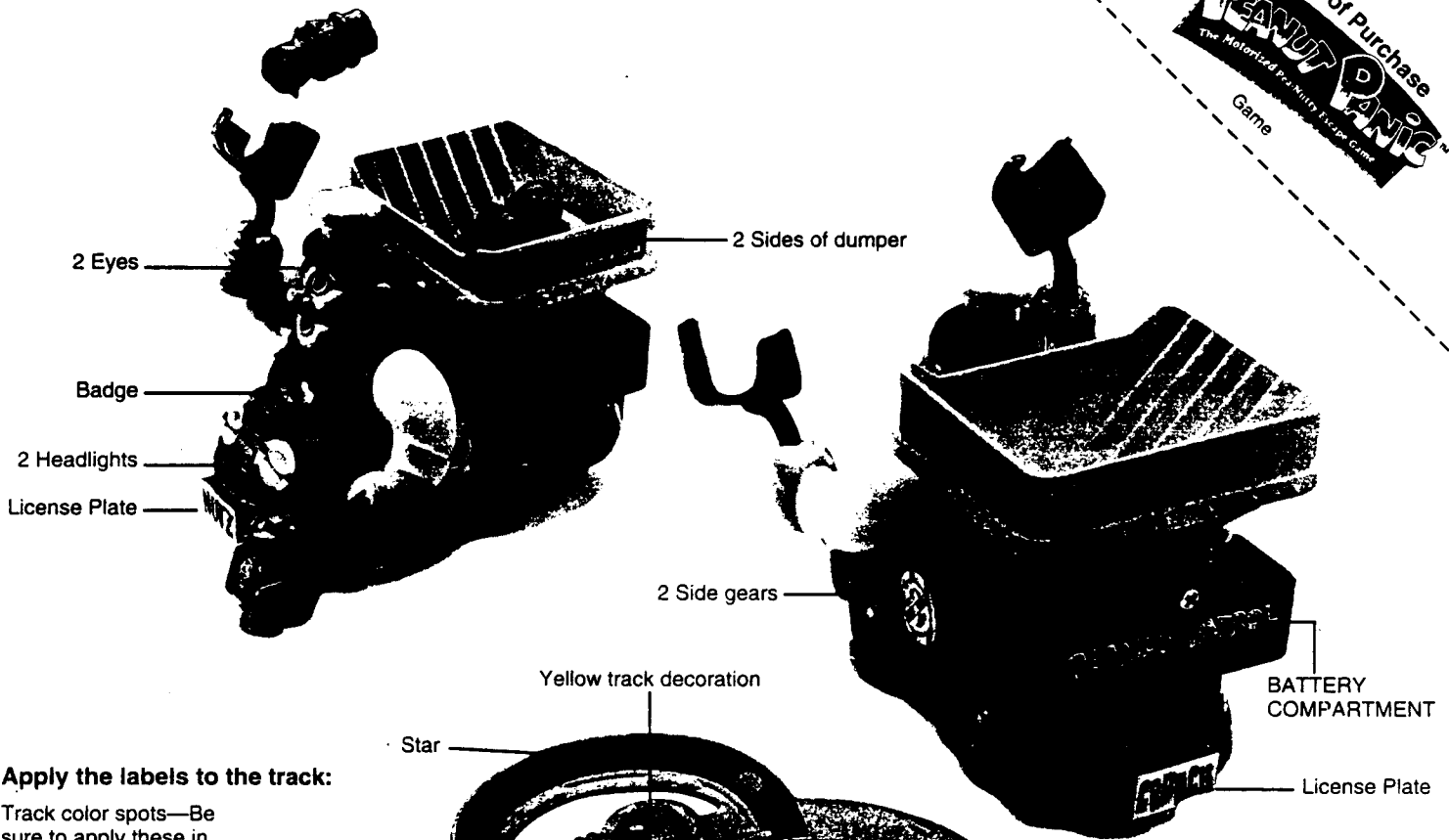
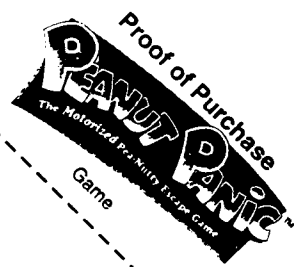
Use both peanuts, but you have to get only *one* onto the FINISH space to win.

RESTORAGE

Before you put your game away, be sure the Peanut Patrol truck is turned OFF.

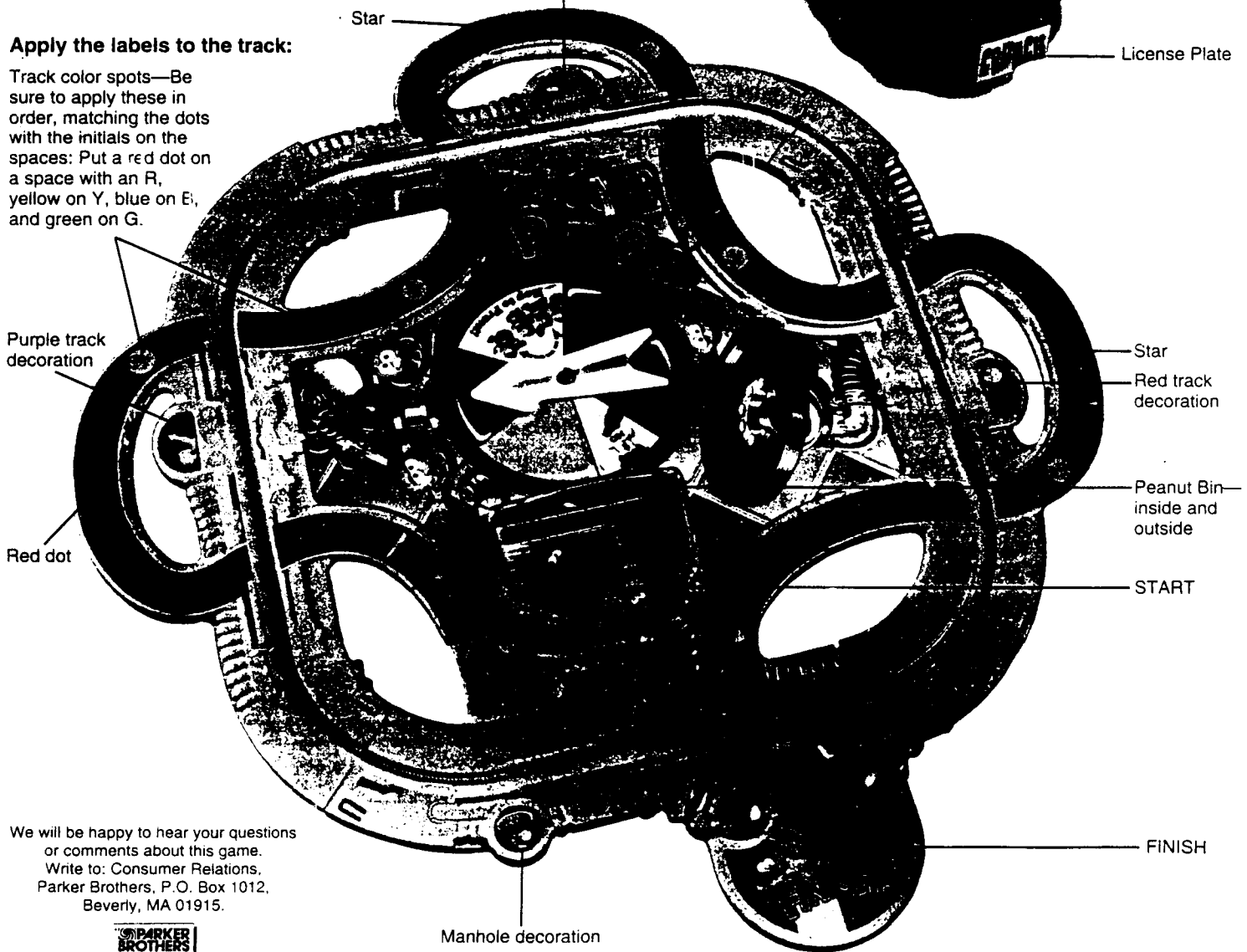
ASSEMBLY

Apply the labels to the truck and driver:



Apply the labels to the track:

Track color spots—Be sure to apply these in order, matching the dots with the initials on the spaces: Put a red dot on a space with an R, yellow on Y, blue on E, and green on G.



We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

