2 to 4 players
Age 5+

Shopkins™
Once you shop...You can't stop!

SUPERMARKET SCRAMBLE
GAME RULES
OBJECT

Be the first player to collect a Shopkins Token from each of the four different areas on the game board and get back to the Start/Finish space.

CONTENTS

1 Folding Game Board, 4 Shopkins Movers, 16 Shopkins Tokens, 1 Spinner Card, 1 Spinner, 1 Set of Rules

SET UP

Separate the spinner from the collar; remove and discard the plastic nib. Press the collar into the spinner card from the bottom side. Snap the spinner into the top of the collar.

Carefully remove the 16 Shopkins Tokens from the sheet. Place the four blue Tokens face up on the blue Price Tag space in the Frozen food section, the four pink Tokens face up on the pink Price Tag space in the Bakery section, and so on.

Each player takes a Shopkins Mover and places it at the Start/Finish space.

PLAYING

The youngest player goes first, then play moves to the left.

On your turn, spin the spinner and move that many spaces around the game board, in a clockwise direction.

SHOPKINS MOVERS

ROLLA TAPE
MISS CANDY
APPLE BLOSSOM
LAURA LASHES
SPECIAL SPACES

Colour Price Tag Spaces

When you land on, or are about to pass, one of the four coloured Price Tag spaces, stop (unless you already have a Shopkins token with that colour border). Collect any one of the Shopkins tokens that are still there and stay on the space until your next turn.

NOTE: Players can only have ONE of each colour Shopkins token. If you land on a Price Tag space for a colour Shopkin that you already have, simply wait there until your next turn. During the game, if you are passing a Price Tag space for a colour Shopkin that you already have, count that as a regular space and finish your move.

Runaway Cart Spaces

If you land on a Runaway Cart space at the end of your move, you MUST move to any other Runaway Cart space. Wait there until your next turn to spin and move off again. If you pass a Price Tag space while moving from one Runaway Cart space to another, you do not stop and collect that token.

STOP! Spaces Near the Sundae Summits

Players must stop at the STOP! spaces near the Sundae Summits. When landing on a STOP! space, your turn ends. While on the first STOP! space, spin to see if you get a 1, 2 or 3 to cross to the blue Price Tag space. On the second STOP! space you must wait until you spin a 4, 5 or 6 to move that many spaces.

ENDING AND WINNING THE GAME

As soon as you have one of each of the four coloured Shopkins tokens, start moving towards the Start/Finish. The first player to get there with four different colour tokens wins. If you do not have all four colour tokens when you arrive at the Finish, continue around the game board, counting the Start/Finish arrow as one space.