



PLAYING YOUR TOKENS

You may play one or more *faceup* tokens on any of your turns. To play a token, just place it *faceup* after your die roll, then add one move for each token you played.

For example, after rolling a 1, you may play 2 tokens to move a total of 3 spaces.

COMPLETING YOUR PUZZLE

To win the game, you must be the first player to complete your Living Room puzzle by collecting all 6 cards. Your finished Living Room will look like the one shown below.



Put your cards together this way to complete your Living Room puzzle.

Extra cards: Hang onto any extra cards that you collect. They may come in handy in case you have to give up any of your cards.

Winning the Game

The first player to "clean" the living room by completing his or her puzzle wins the game!

We will be happy to hear your questions or comments about this game. U.S. consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd. Hasbro Consumer Affairs. P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YD; or telephone our Helpline on 00800 22427276.

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Not suitable for children under 3 years because of small parts - choking hazard.



PROOF OF PURCHASE



Timmy's Revenge Game

AGES 6+



Timmy's Revenge Game INSTRUCTIONS FOR 2 TO 4 PLAYERS

Contents: Gameboard, 4 Timmy pawns with stands, 24 Living Room cards, 20 Fairly OddParents tokens, die

Object: Help Timmy "clean up" his living room by collecting and putting together the 6-piece puzzle. The first player to complete the Living Room puzzle by collecting 6 different Living Room cards wins!

The First Time You Play

Carefully detach the game parts from the cardboard sheet and discard the waste.

Place each pawn into its matching-color cardboard stand by sliding the notches into each other.

Let's Get Ready!



1. **The Pawns:** Choose a pawn and place it on the **Stop! Take 1 Card** gameboard corner space that's closest to you. All players do the same.



2. **The Cards:** Shuffle the 24 cards and divide them into 4 piles of 6 cards each. Place each pile *faceup* on a **Place Cards Here** space in each corner of the board.



3. **The Tokens:** Take 4 Fairly OddParents tokens and place them *faceup* in front of you. All players do the same.

4. Each player rolls the die. The highest roller goes first. Play then moves clockwise.

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Let's Play!

ON YOUR TURN

1. Roll the die and move your pawn clockwise the number of spaces shown. *Note:* You may play tokens to add to your die rolls. See **PLAYING YOUR TOKENS**.

Pawns may share spaces with other pawns.

Never move onto the same space twice in one turn.

2. Follow the directions (if any) on the space you land on (see **THE GAMEBOARD SPACES**). Your turn is then over.

As you play, try to collect 6 different Living Room cards and piece together your Living Room puzzle (see **COMPLETING YOUR PUZZLE**).

THE GAMEBOARD SPACES



Stop! Take 1 Card

Always stop on one of these corner spaces, even if you have moves left on the die. Take the top card from the pile next to it and place it faceup in front of

you. This ends your turn. Note: If there are no cards in the pile, sorry—you're out of luck!



Fairly OddParents

If you land here by exact count and you have any facedown tokens, you may turn one of them faceup again.



Steal

If you land here by exact count, take one card of your choice from any player.

Vicky

*If you land here by exact count, place one of your cards on any card pile or empty **Place Cards Here** space.*

Poof! Go To Any Corner!

*If you land here by exact count, move to any **Stop! Take 1 Card** corner space, then follow the directions on it.*

If you pass through a Poof! space, you may move to *either* space connected by an arrow. This gives you a choice of continuing clockwise around the path, or "cutting" across the center to the other side of the gameboard.



Wild!

If you land on this space by exact count, you may either turn all of your facedown tokens faceup, or move your pawn to any other space.



Trade Places

If you land here by exact count, you may switch your pawn with any other pawn, then follow the rules for that space.



Icky!

*You must never land on these spaces – they're just too close to Icky Vicky! To get past these spaces, you must roll either a 3 or a 6 from the **Stop! Roll a 3 or 6** space, or play tokens to add to your die roll. See **PLAYING YOUR TOKENS**.*



Stop! Roll a 3 or 6

Always stop here and end your turn, even if you have moves left on the die. On your next turn, you must either roll a 3 or a 6 to move past the Icky spaces, or add enough tokens to your die roll to total 3 or 6. If you can't move 3 or 6 spaces, your turn is over. Try again next turn!



Roll a 3 or More

If you land here by exact count, your turn is over. If you start your move here, you must roll a 3 or more (or play enough tokens to equal 3 or more) to cross the forbidden Icky spaces. If you can't move 3 or more spaces, your turn is over, Try again next turn!