



TURN THE HOUSE UPSIDE DOWN 3-D BOARD GAME

For 2 to 4 players / Ages 6 and up

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OBJECT

To be the first player to explore and mess up—by accident, of course!—the objects you are given to find in the Pickles™ house. How many you destroy—er, mess up—depends on the number of players:

- In a 2-player game, you want to be the first RUGRAT™ to mess up 6 objects.
- In a 3-player game, 4 objects.
- In a 4-player game, 3 objects.

EQUIPMENT

- RUGRATS 3-dimensional game board
- 6 Movers: Mom and Dad, Tommy, Phil and Lil, Chuckie, Angelica, Susie
- 6 Mover bases
- Die and consumer-applied labels
- 12 Household item cards
- 12 Household item pieces

ASSEMBLY

1. Peel off and apply the numbers, DRAW, and Mom and Dad labels to the die. Arrangement is random.
2. Punch out the six movers. Fold each in half at the top and slide into a mover base.
3. Put the house together—although it won't stay that way for long! Refer to the drawing on the next page, and the photo on the back of the box to see the completed game board.

SETUP

1. Straighten up the house: Put the "neat" sides of the Bookcase, TV, Fish Tank, etc., in their respective slots, as labeled on the game board surface.
2. Put the Mom and Dad mover on the spot marked with a star.

3. From the remaining five characters, each player selects his or her favorite Rugrat as a mover and puts it in a base. You'll have at least one Rugrat left over. Put your mover inside the playpen, on the START space.
4. Deal two cards face down to each player. Players may look only at their own cards. Put the remaining cards face down to form the draw pile.

GAME PLAY

On your turn, roll the die. What did you roll?

Number:

- Move your Rugrat up to that number of spaces along the track through the house. You are trying to reach the objects you hold in your hand, so move whatever direction you need to.
- If you reach your object, place that card from your hand face up in front of you—and turn that object upside down on the game board. What a mess you've made!
- You do not have to land on your object by exact count.
- If there's a Rugrat or Mom and Dad in your way, jump over that space and don't count it.

Draw:

Pick a card from the draw pile and add it to your hand. If the pile is empty, draw a card, without looking, from another player's hand. Your turn ends.

Mom and Dad:

Uh oh! Somebody could be in big trouble!

- Move Mom/Dad up to six spaces in any direction: If they land on a Rugrat, they send him/her back to START, inside the playpen.
Note: Mom and Dad do not have to stop the first Rugrat they come to in their path. They may pass over one Rugrat and not count that space in order to chase another Rugrat who's further along on the track.
- **Mom, Dad and the Red Dot:** If Mom and Dad land on a red dot in front of one of the household items, they act as a block and protect it: No player can land on that spot and collect that item! After you move Mom and Dad, your turn ends.
- As soon as someone else rolls Mom and Dad, they're moved away from the item they were protecting, and it's fair game for the Rugrats!

WINNING THE GAME

2-player game: The first Rugrat to mess up 6 locations wins the game.

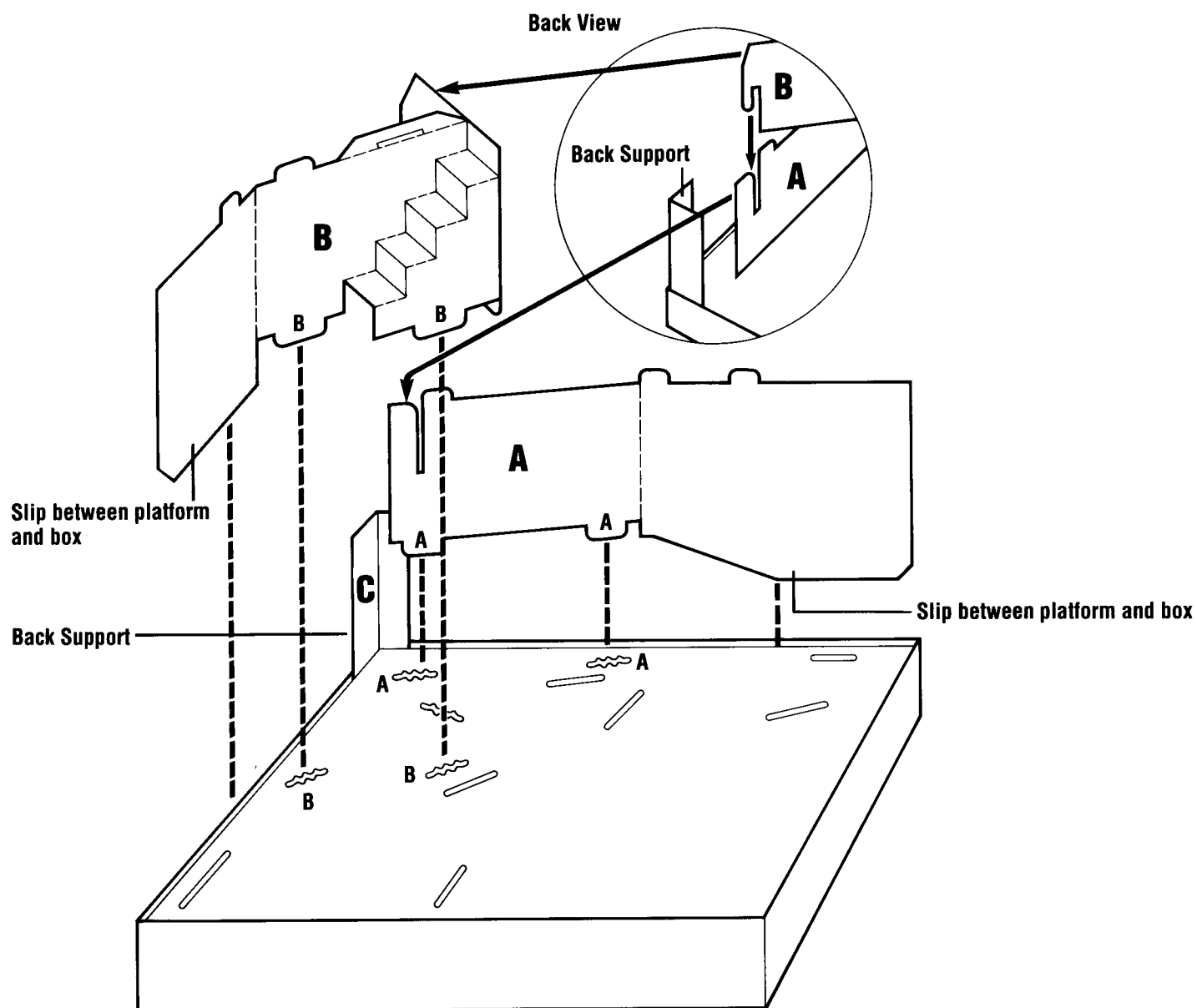
3-player game: Mess up 4 locations.

4-player game: Mess up 3 locations.

ASSEMBLY STEPS:

Step #1: Downstairs

1. Slide piece **A** into platform. Connect **B** to **A** and slide down onto platform, as shown.
2. Slide corner support **C** into corner.



Step # 2: Upstairs

1. Set piece **D** (second floor) on top of **A-B** unit, aligning slots and tabs.
2. Connect pieces **E** and **F**. Place unit down onto **D**, sliding tabs into slots.
3. Set piece **G** (roof) on top of **E-F** unit, inserting or folding and inserting tabs into slots.
4. Stick **H** (satellite dish) onto tab as shown. Do the same with **I** (TV antenna).

