
	5+
	TEAMS 2-4

# NICKELODEON TrickTock™ Game

## How to Play

### Contents:

- 1 Game Board
- 1 30-Second Sand Timer
- 4 Nickelodeon Character Movers with Mover Stands
- 150 Game Cards—50 for each category: Nick Lists, Tricks, and No-Nos
- 1 Tally List
- 1 “Gotcha” Squeaker

Please remove all contents from the package, and compare them to the list above. If any items are missing, please contact your local Mattel office.



**WARNING:**  
CHOKING HAZARD - Small parts.  
Not for children under 3 years.

Play the frenetic game for the whole family! You don't need to know Nickelodeon characters to play because it's as if the characters from the world of Nick are playing with you! Who'll get to the end of board first? The game is never the same so you can play again and again.

### The object of the game:

Be the first team to get your mover to the finish. How? List items as directed by the “Nick Lists” cards. Advance as many spaces as items you've listed. Sounds easy, right? Too easy?! We've added two other cards—Nick Tricks and Nick No-Nos—and a sand timer that will make listing items much more interesting...for the other team!

### Set Up:

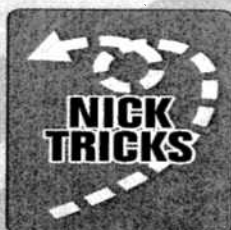
- Pick two to four teams, as evenly as possible.
- Place the board in the center of the playing area.
- Pick and place your movers on the board start space.
- Put the three decks of cards in their corresponding spaces on the board: Lists (yellow), Tricks (blue), No-Nos (red).
- Set aside the Sand Timer and Tally List to be used on each team's turn.

# Let's Play Trick Tock!

- Pick a player who will go first. How about the one who last watched a show on Nickelodeon? Each player on each team gets a chance to play; alternate turn-taking.

On each turn, the turn player has a mission: pick one of each card category and try to list as many items as possible within the 30-second time limit. So, that's:

- Draw a Nick List card
- Draw a Nick Trick card
- Draw a Nick No-No card



Once you're ready, the other team turns over the timer and go!

- While you're putting on your little show, **your team** should have a designated scorekeeper keeping track on the Tally Sheet of how many items you're listing.
- Meanwhile, **the opposing team** has a fun job too:
  - Someone should be watching the timer to call when the 30 seconds are up.
  - Someone should handle the GOTCHA Squeaker to give it a good squeeze when the turn player makes a mistake, such as doing what the No-No says *not* to do. If there's a dispute about the legitimacy of a listed item or if someone didn't do a Trick or a No-No, well then, work it out. Majority rules.

## Count 'em up!

- Your turn is over once you get squeaked OR when the 30 seconds is up. You earn as many points as items you've listed up to that time.
- The scorekeeper now tallies up the items and advances his team mover that number of spaces on the board. It's OK if more than one mover occupies a space.

**Note:** Every now and then a Nick Trick and a No-No cancel each other out. If you find that it's just too hard to pretend to swim while not removing your hands from your ankles, then by all means, try again! Place that one card under the draw pile, then draw another card from the same pile. Give it your best shot, though. You'll be surprised what you can do in this game!

## Special Board spaces

Just when you thought it was safe, we've added some spaces on the board





to spice things up. Notice the special colored spaces—if a team mover lands directly on them, these spaces take effect at the beginning of the team's next turn.

**NO NICK  
NO-NOS**

**No Nick No-Nos:**

Take your turn **without** doing a Nick No-No.

**NICK  
NO-NOS  
X2**

**Nick No-Nos X2:**

Take your turn with **2** Nick No-Nos. Uh oh. Get ready to be squeaked!

**+5**

**+5: Add** an extra 5 points to your team's list. Ex: If you've listed 7 items, add 5 and advance 12 spaces.

**NO NICK  
TRICKS**

**Nix Nick Tricks:** Take your turn **without** doing a Nick Trick.

**NICK  
TRICKS  
X2**

**Nick Tricks X2:** Take your turn with **2** Nick Tricks. Now, *that's* what we call tricky!

**-5**

**-5: Subtract** 5 points from your score. Ex: If you've listed 7 items, you only get to advance 2 spaces this time.



Advance your mover to the space indicated by the arrow.

**1/2**

**1/2:** Get only **half** of the points you earn on your lists. For odd numbers, round up. Ex: If you've listed 7 items, you get to advance 4 spaces.

**HOLDING SPOT**

**Holding Spot:** This is the last space on the board before the Finish, the weigh station, the fun challenge zone. A team **MUST** stop here even if they have enough points to get to the finish. On a team's next turn, you must list at **least 10 words** to cross to the Finish.

**Note to parents:** if you're playing with some younger children, you may want to make the Holding Spot (see above) requirement only 5 listed items and ignore some of the harder board spaces. It's up to you!

## Winning!

Once you've listed the 10 items as directed in the Holding Spot, you win! Was it in the nick of time? Play again!

Colors and decorations may vary.

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