

NICK

SpongeBob SquarePants™

ENG

	7+
	2-4

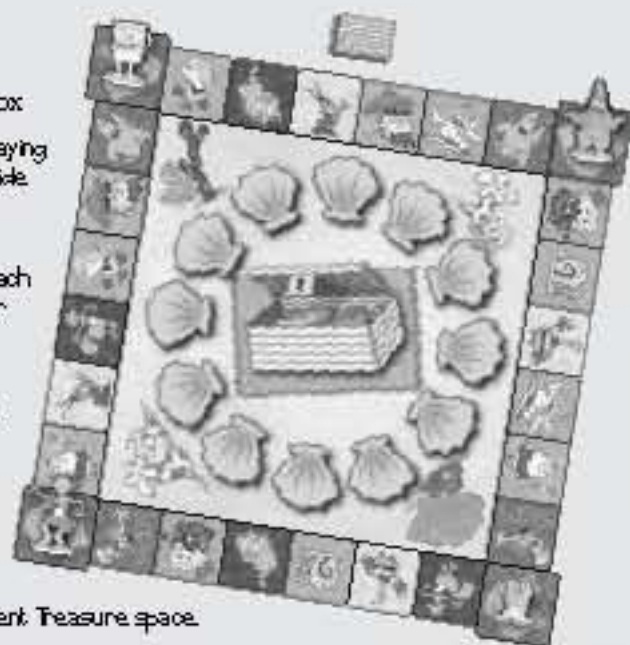
CONTENTS:

- 1-SpongeBob mover
- 1-Patrick mover
- 1-Sandy mover
- 1-Gary mover
- (10) Accessories
 - 4-Grass Shirts
 - 3-Hits
 - 2-Leis
 - 1-Hula
- (12) Shell Tiles
- (24) Board Tiles
- (10) Accessory Tiles
- (4) Treasure Tiles
- 1-Board
- 1-Accessory Trunk (cardboard)
- Instructions



GAME SET UP:

1. Remove all the game pieces from the box.
2. Place the board in the center of the playing area and place the Shell Tiles picture side down in Shell Tile spaces.
3. Shuffle the Board Tiles and randomly place six of them, picture side up, on each side of the game board. Place the four Treasure Tiles, picture side up, at the corners.
4. Shuffle the Accessory Tiles and place them picture side down next to the board.
5. Place the Accessory Trunk in the center of the board with all of the accessories inside.
6. Each player places a mover on a different Treasure space.
7. Youngest player goes first.
8. Play always moves in a clockwise direction.



HOW TO PLAY

1. The first player flips over a Shell Tile allowing everyone to see it. If that Shell Tile exactly matches the next Board Tile, that player may move onto that space.

A player may continue to flip and move as long as the revealed Shell Tiles match the next Board Tile in front of them. If you turn over a Shell Tile that does not match, it's the next player's turn. Return all flipped tiles face down when your turn is over.

Note: If on your turn the next Board Tile matches a Shell Tile you have already flipped up, you may move onto that space automatically.

2. When you reach a Treasure space, you may move on to it and draw an Accessory Tile. You may then take an item from the Trunk that matches the Accessory Tile and put that item on your mover. Your turn continues as normal.
3. If you draw an item you already have, you may place that Accessory Tile at the bottom of the stack and draw one additional Accessory Tile. There are not enough Accessories for each player to get one of everything. However, if you pass another player on the board you may take any Accessories from that player you do not already have.

WINNING THE GAME

The first player to collect all four Accessories wins.



B3361

