

For 2 players, ages 6 and up

nickelodeon



TOWERS Rules

Object:

Be the first player to correctly guess the order of your opponent's characters.

Contents:

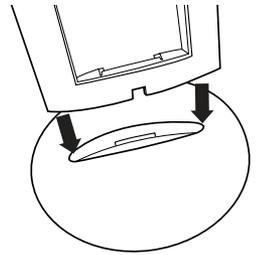
2 towers, 2 tower bases, 12 plastic tiles (2 each of 6 different characters), 12 solution cards (2 each of the same 6 characters)

Note: During the game, players use the plastic tiles to set up the characters in their towers; solution cards are used to figure out the order of your opponent's characters.

Setup:

Insert each tower into a tower base until it snaps into place; each player takes an assembled tower. Decide if you will be playing a beginner game (4 tiles per tower), an intermediate game (5 tiles per tower) or a masters game (6 tiles per tower).

Each player then takes a matching set of plastic tiles (4, 5 or 6) and a set of solution cards that match those.



Each player picks up their plastic tiles and secretly decides which character they want at the bottom of the tower. They drop that tile into the slot at the top of the tower. Put them in any order, from bottom to top, that you want; the characters should be facing you – as shown on the package – but your opponent shouldn't be able to see them!

Playing:

After both players have placed their plastic tiles in their tower, you are ready to play!

1) To start, Player 1 asks Player 2 a yes/no question. The question must include two characters and either the word "Above" or "Below".

For example, a permissible question would be:

"Is Patrick above SpongeBob?"

or

"Is Sandy below Squidward?"

Player 2 must answer the question with a "Yes" or "No" response. After getting the answer, player 1 may arrange his solution cards based on the answer from player 2.

You can keep your solution cards open on the table, it's okay that opponents see each other working out the order.

- When a question gets a “Yes” answer, the asking player may ask one bonus question. In a 6-tile game, a player may get two bonus turns (see “Bonus Turn Rule”).
- When a question gets a “No” answer, the turn is over and the other player asks a question.

Guessing:

When a player thinks he knows the order of the opponent’s tiles, he may declare it during his turn. (He may not declare it on his opponent’s turn.) A player may use one of his bonus turns to guess the order of the opponent’s tiles.

The player declares it by reading aloud the order of solution cards from top to bottom. If the order is correct, the declaring player wins the game! The opponent turns his tower so it is visible to the winner.

If the order is incorrect, play continues until one player correctly guesses the order of his opponent’s tiles.

A player may guess the order of his opponent’s tiles three times during the game. If he is incorrect on the third guess, the other player wins the game.

BONUS TURN RULE:

If Players are playing with 4 or 5 tiles each:

A Player asks a question such as “Is SpongeBob above Patrick?” and the answer is “Yes”. The player gets 1 bonus turn. Therefore, he can only ask a maximum of 2 questions in a row.

The answer to the first question has to be a “Yes” in order to get the bonus turn. His turn is over after the 2nd question.

If Players are playing with 6 tiles each:

Player asks Question 1. If the answer is “Yes”, he gets a bonus turn.

Player asks Question 2. If the answer is “Yes”, he gets one more bonus turn.

End of turn!

Therefore, the most questions a Player can ask on his turn is 3 questions.

Player gets a maximum of 2 bonus turns.

We appreciate your comments on SpongeBob MASTERMIND Towers.

Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00AM EST to 4:00PM EST at 1-800-800-0298.



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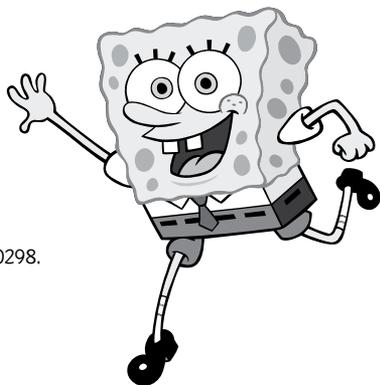
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