

Jingle All The Way

IT'S TURBO TIME! CARD GAME

INSTRUCTIONS

OBJECT

Use your cards to get the last remaining Turbo Man and other toys into your Cart. Be the player with the highest scoring toys in your Cart at the end of the game to win!

SETUP

- 1 Remove four Boosters from the toy tiles. Shuffle the 12 remaining toys and place them in a 3-by-4 grid face down in the center of the play area to form the **Shelf**.
- 2 Give each player one of the four Booster toys. Return any extras to the box.
- 3 Each player takes one reference card and places their Booster tile face down in front of them to start their **Cart**. Leave room to add other toys to the right of the Booster in your Cart.
- 4 Shuffle the cards and deal five to each player. You may look at your cards but keep them secret from the other players.
- 5 Place the remaining cards in a deck face down next to the Shelf, leaving room for a discard pile.
- 6 The player who most recently received a gift takes the Live-Action Turbo Man figure.

(See **TABLE SETUP** diagram.)



Toy Tile



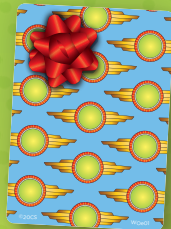
Live-Action Turbo Man

HOW TO PLAY

- 1 **Play Cards:** Starting with the player with the Live-Action Turbo Man and going clockwise, each player plays one card from their hand face up. Do not use the card power yet!
- 2 **Use Card Powers:** Starting with the player who played the highest card and going from highest to lowest, each player uses the power on their card.
- 3 **Take Toys From the Shelf:** After all players have used their card powers, the player with the highest card takes any toy from the Shelf and places it on the right side of their Cart face down. Then the player with the second-highest card does the same.
In a 2-Player Game: Both players take a toy. However, the player with the highest card may peek at any one toy on the Shelf before they take one.
- 4 **Turbo Time:** The player with the lowest card takes Live-Action Turbo Man. They may choose any number of cards from their hand to discard, and they will be the first player to play a card on the next turn.
- 5 **Draw Cards:** All cards played that turn are discarded, and each player draws back up to five cards. If the deck ever runs out, shuffle the discard pile to form a new deck.

Repeat steps 1 through 5 until all the toys have been taken from the Shelf.

(See **END OF THE GAME** on other side.)



Cards

TABLE SETUP



TOYS

Toys remain face down unless a card power flips them face up. Players may look at the toys in their own Cart at any time, even if they are face down. When you “**peek**” at a toy, look at it secretly and then return it face down to where it was. When you “**take**” a toy from the Shelf, you must place it to the right of all other toys in your Cart. When you “**swap**” two toys, they exchange places. If you take or swap a toy that is face up, it remains face up.

CARD POWERS

Except for **SHUFFLE!**, you can use card powers on any toy. They can be on the Shelf or in **any** player’s Cart.

SWAP!

Swap any two toys.

PEEK!

Peek at any three toys.

PEEK & SWAP!

Peek at any toy, then swap any two toys. You do not have to swap the toy you peeked at.

FLIP!

Flip any toy face up. You may swap that toy with a toy in your Cart, if you want to. Face up toys remain face up until a **SHUFFLE!** flips them face down again.

SHUFFLE!

Shuffle the toys in your Cart and randomly line them up again. Any toys that were face up are now face down. You may look at the toys in your Cart immediately after shuffling.



END OF THE GAME

When the last toy is taken from the Shelf, the game is over.

All players flip the toys in their Cart face up and add up their points. (See **SCORING**.)

The player with the most points wins! If there is a tie, the tied player with the most toys wins!

SCORING



Tubro Man, the counterfeit Turbo Man, loses 5 points.



Turbo Man scores 10 points.



The Lottery Ball scores 8 points.



Dementor scores 3 points. If you also have one or more Demons, Dementor scores 6 points instead.



The Gift Certificate scores 5 points.

DEMONS	0	1+
POINTS	3	6



Demons score points based on how many you have, as follows:

DEMONS	1	2	3	4
POINTS	2	10	15	20



Boosters score points based on how many you have, as follows:

BOOSTERS	1	2	3	4	5+
POINTS	2	4	9	16	25



Contents: Live-Action Turbo Man Figure, 16 Toy Tiles, 36 Cards, 4 Reference Cards, Instructions