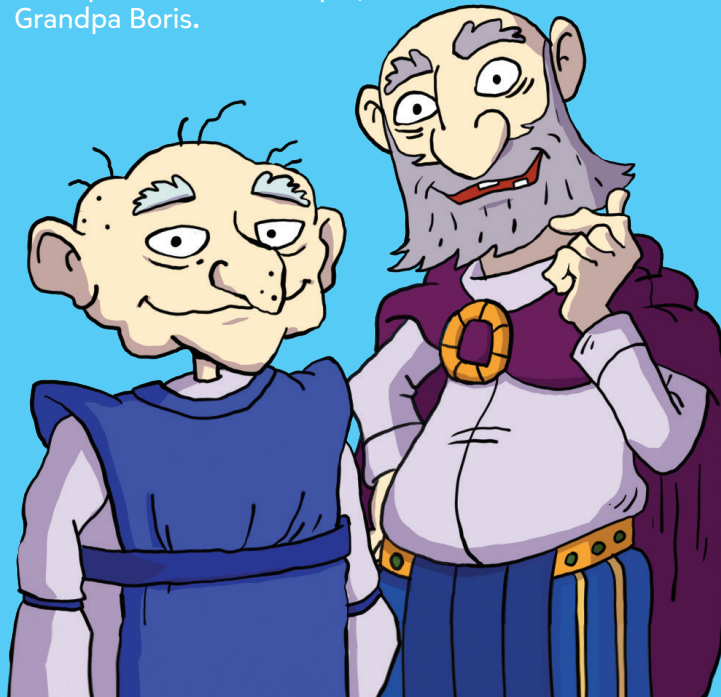


## NOT SO "MEANIE" AFTER ALL

Grandpa Boris and his rival Shlomo have been at odds as long as anyone can remember. Since he must be the "Meanie" of Chanukah, the Rugrats decide to put Shlomo "down for a nap." But after some backstage shenanigans, it turns out that Shlomo is happy to share his Chanukah wisdom with the babies and to make peace with his old pal, Grandpa Boris.



nickelodeon



## THE MEANIE OF CHANUKAH GAME



Ages 5+  
2-4 Players



## INSTRUCTIONS

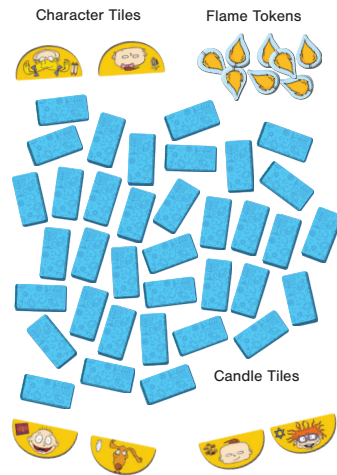
**CONTENTS:** 8 Character Tiles, 38 Candle Tiles, 8 Flame Tokens, Instructions

## SETUP

**1** Each player chooses two characters. (If you're playing a two-player game, each player chooses four characters.) Place your Character tiles in front of you—these are the bases for your candles. Return any remaining Character tiles to the box.

**2** Mix up all the blue Candle tiles face down in the middle of the play area.

**3** Place the Flame tokens nearby.



**THE YOUNGEST  
PLAYER TAKES THE  
FIRST TURN.**



## HOW TO WIN

Add matching tiles to your candles, then find Boris or Shlomo to light them. When the game ends, the player with the most tiles in their lit candles wins!

## ON YOUR TURN

### **1** FLIP OVER TWO TILES.

Choose any two tiles in the middle and flip them face up where they are. If you flip over Boris or Shlomo, flip an extra tile (see Boris & Shlomo).

### **2** ADD A TILE TO A CANDLE.

Take one of the tiles you flipped and add it to one of your candles.

Each player can make one candle on each of their bases. To add a new tile, it must match the picture on the tile (or on the Character tile) below it. Place the tile so the matching pictures connect.

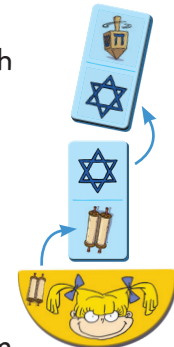
Boris and Shlomo may not be added to a candle.

If you can't add either of the face-up tiles to your candles, choose one of them to put back in the box, out of the game.

### **3** FLIP THE OTHER TILE BACK OVER.

Leave it where it is. Players can try to remember what's on that tile for future turns!

Now it's the next player's turn!



## WILD

Some tiles show all eight pictures on one end. This end is considered wild, and can be matched with any other picture.



## BORIS & SHLOMO

If you flip over Boris or Shlomo, you can choose to light a candle at the end of your turn. To do this, place a Flame token at the top of one of your candles. You'll score the tiles in that candle at the end of the game, but you can't add any more tiles to it!



**NOTE:** There must be at least one tile in a candle before you can light it. If you've lit all of your candles, continue taking turns as normal. (You'll put one tile back in the box each turn, as described in step 2.)

Before your turn ends, **mix up Boris or Shlomo with all the Candle tiles in the middle.** Other players can watch you mix them up as closely as they like!

**TIP:** You don't have to light a candle when you flip over Boris or Shlomo—you can try to find them again when you have more tiles!

## ENDING THE GAME

When a player flips over **both Boris and Shlomo**, they may choose to light a candle. Then, if any candles are lit, the game is over! If no candles are lit, mix up all the tiles and continue playing.

The game also ends when the last candle is lit!

When the game ends, each player adds up the tiles in their **lit candles**. The player with the most wins! In case of a tie, the tied player with the most **unlit** tiles wins. If still tied, the players share the win!



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