



INSTRUCTIONS

FOR 2 TO 4 FAIRLY ODD PLAYERS/AGES 6+

OBJECT

Did you ever want to "make with the magic" like Timmy's fairy godparents, Cosmo and Wanda? Well, this game grants your wish! To play, pick 3 of Timmy's wishes. Then race around the gameboard trying to grant them by landing on the matching spaces. The winner is the first one to grant all 3 of Timmy's wishes!

CONTENTS

• Gameboard • 4 Fairy Godparents gamepieces
• Vicky gamepiece • 8 plastic stands • 18 Wish Tiles
• 54 Magic Cards • Spinner board with plastic arrow and base • Die

THE FIRST TIME YOU PLAY

Carefully remove the game parts from their cardboard sheets, wrappings and plastic runners. Discard the leftover stuff.

Fit the Vicky gamepiece and the 4 Fairy Godparents gamepieces into their matching-colored plastic stands.

Assemble the spinner by snapping the plastic arrow and base together through the hole in the spinner board. See Figure 1.

Figure 1

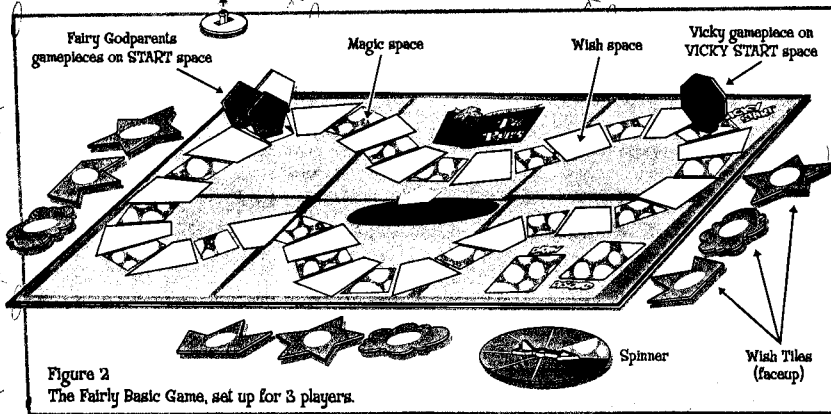
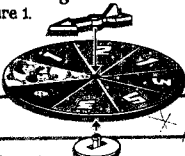


Figure 2

The Fairly Basic Game, set up for 3 players.

THE FAIRLY BASIC GAME

In this simple game for younger players, the Magic cards and the die are not used. When you're ready for a game that's a little more challenging (and a lot more silly), try The Fairly Advanced Game.

GET READY!

Figure 2, below, shows a game set up and ready to play. Refer to it as you set up your own game.

THE GAMEBOARD AND SPINNER

Place the gameboard in the center of the playing area, with the spinner nearby.



THE WISH TILES

Each Wish Tile shows one of Timmy's wishes. The number on each tile matches the number on a gameboard space. To grant a wish, you must land on the matching space.

Place all of the Wish Tiles facedown, and mix them up. Now each player takes 3 Wish Tiles (one of each shape) and places them faceup in front of him or her. Keep the extra tiles out of the game.

THE PAWNS

Choose a Fairy Godparent gamepiece and place it on the START space. All players do the same. Then place the Vicky gamepiece on the VICKY START space. (No one owns the Vicky gamepiece.)

PLAY!

The player wearing the most pink goes first. (If no one's wearing pink, the youngest player goes first.) Play then passes to the left.

ON YOUR TURN

Spin the spinner, then follow the rules depending on what you spun.



A NUMBER: Move your gamepiece the number of spaces you spun, then follow the directions for the space you land on.



VICKY: Move the Vicky gamepiece to any empty Magic space, then spin again.



COSMO AND WANDA: Move your gamepiece to any empty Magic space, then spin again.

MOVEMENT RULES

- You can move your gamepiece in either direction, but you can't move in both directions on the same turn.
- You can pass other players' gamepieces as you move, and can share spaces with them.
- The Vicky gamepiece: You can't pass or land on the space with the Vicky gamepiece. If Vicky blocks you from taking your full move, you must move in the other direction.

THE GAME SPACES



MAGIC SPACES: These are the green spaces that show Cosmo and Wanda. (They include the START spaces.) If you land on a Magic space, or move Vicky to a Magic space, spin again!



WISH SPACES: These are the yellow spaces with pictures and numbers that match the Wish Tiles. If you land on one of them, check to see if it matches one of your faceup Wish Tiles.

- If it doesn't match, sorry! Your turn is over.
- If it does match, you've granted the wish! Turn the Wish Tile facedown. Your turn is over.

HOW TO WIN

Keep spinning, moving and granting wishes until one player has turned all 3 of his/her Wish Tiles facedown. That player wins the game!

THE FAIRLY ADVANCED GAME

This game features extra challenges, and extra excitement!

GET READY!

Figure 3, below, shows a game set up and ready to play. Setup is the same as in the Fairly Basic Game, with these exceptions:

THE DIE IS IN, THE SPINNER IS OUT

In this game you roll the die to move, instead of spinning the spinner.



THE MAGIC CARDS

Throughout the game, you'll be drawing and playing these cards.

For now, remove the 17 blank cards and place them out of play. (Later, you can customize your game by writing your own stuff on them.) Shuffle the rest of the card deck, and place it facedown on the gameboard DRAW square.

THE WISH TILES

After all players have taken their 3 Wish Tiles, place the extras in a facedown pile near the gameboard. During the game, players may need to exchange Wish Tiles from the pile.

PLAY!

The player who won the last Fairly Basic Game goes first. (Otherwise, the youngest player goes first.) Play then passes to the left.

ON YOUR TURN

Roll the die, then move your gamepiece the number of spaces you rolled. Movement rules are the same as they are in the Basic Game.

WHERE DID YOU LAND?

WISH SPACES: If you landed on one of these, look to see if it matches one of your faceup Wish Tiles.

- If it doesn't match, sorry! Your turn is over.
- If it does match, you've granted a wish! Turn the matching Wish Tile facedown. Your turn is over.

MAGIC SPACES: If you landed on one of these, draw a Magic card from the deck and read it aloud.

There are 3 types of Magic cards: Play Now, Keeper, and Rule. Do the following with each type of card:



PLAY NOW CARD

You must follow the directions on this card right away. Then place the card faceup on the DISCARD square (next to the draw pile). This ends your turn.



KEEPER CARD

Place and keep this card faceup in front of you. This ends your turn. On all future turns, follow the directions on it if you want to (in other words, if it's to your advantage).

There's no limit to the amount of Keeper cards you can have at one time. Caution: Some cards cause you to lose one or more of your Keeper cards!

RULE

Respect DA RULES!

Spin in a circle before rolling the die, or you can't move on your turn.

RULE CARD

Place the card faceup on the DA RULES square, on top of any other Rule card that's already there. This ends your turn.

Just as all fairy godparents must follow "da rules," all players must follow the rule on the top card on every turn, or they pay a penalty. Keep doing this until a new Rule card is drawn and placed on top of it.

DID THE DRAW PILE RUN OUT? If so, just shuffle the cards on the DISCARD square, then place the deck facedown on the DRAW square.

HOW TO WIN

The first player to grant all 3 of Timmy's wishes (by turning all 3 Wish Tiles facedown) wins the game!

THE WACKY CHALLENGE GAME

All of the rules for The Fairly Advanced Game apply, with this extra very nutty rule: every Rule card drawn during the game remains in play for the entire game! So players may have a whole bunch of "rules" to follow on each and every turn! Whew!

THE EVEN WACKIER CHALLENGE GAME

Using the blank cards, make up your own Magic cards with your own fairly special rules!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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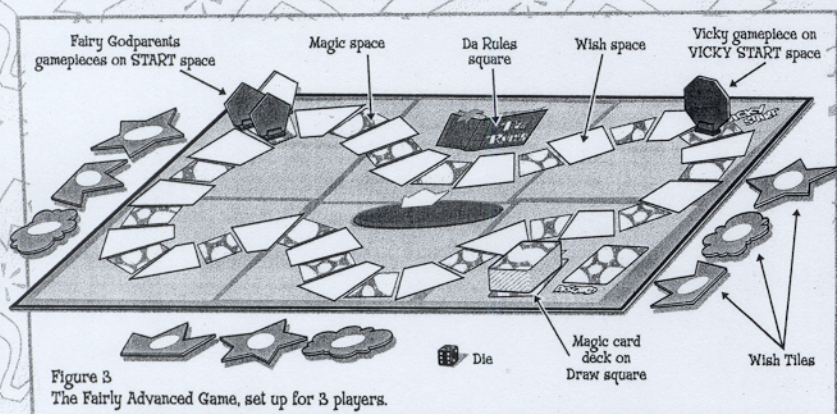


Figure 3
The Fairly Advanced Game, set up for 3 players.

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