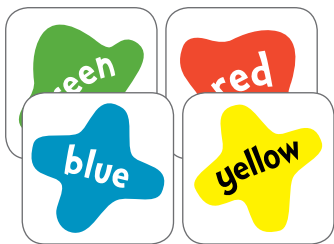


On Your Turn

Draw a card and do the action shown on it.



Thing One or Thing Two

Time to create a mess! Launch the Thing Top in the room that matches the background color on the card.

Colors

Place **ONE** piece of knocked over furniture of the indicated color back onto a star symbol.

Example:  pick up 

Clean Up Room

Place **ALL** of the knocked over furniture in the indicated room back onto star symbols.

The Cat in the Hat

Place any **TWO** pieces of knocked over furniture back onto any two star symbols.

Net

Instead of doing an action, keep this card in front of you. If **YOU** draw Thing One or Thing Two on a later turn, you may use this Net card to prevent them from spinning through the house by discarding both the Thing card and the Net card.

Mother

Move Mother along the path toward the front door. You may choose to move her either **ONE, TWO, OR THREE** spaces forward.

Hint: If the house is a mess, move her one space so that you will have more time to tidy up. If the house is clean, move her two or three spaces to get her home quickly before the Things can mess up the house again!

Now it's the next player's turn.

Ending the Game

The last space on Mother's path is the inside door mat. As soon as Mother reaches that space, the game is over. Is the house completely clean (all furniture pieces are on star symbols)? If so, the players win the game! If any items are out of place, then the players lose.



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USe01



WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.