

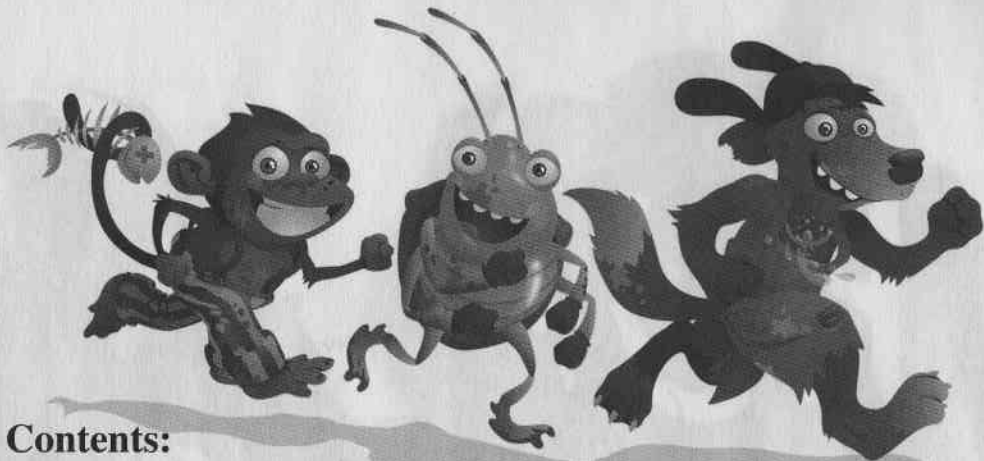


The mischievous  
*Stinky Smells*<sup>TM</sup>  
is on the loose with his  
stinky Smellorator!

In the village of Odorville, players discover Stinky's diabolical (really mean) plan to ruin the Odorville Fair!

Players must stop Stinky from wrecking (reeking) the Fair by crossing the finish line and shutting down the Smellorator (a really yucky machine hidden in the Carousel).





## Contents:

1 P.U.! game board; 8 Game Pieces and bases; 1 Die; 45 Cards divided into three decks (Good, Bad, and Mystery); Instructions.

## Objective:

Be the first player to travel the path through Odorville and cross the finish line.

## Game Preparation:

1. Place the board on a large flat area, around which players can sit.
2. Divide the cards into three separate piles according to their Smell Indicator;



3. Each player chooses a game piece and places it in the starting area.
4. Each player rolls the die. The player with the highest score starts, next the person to the left plays, and so on around the board.

## Play:

1. On your turn, roll the die and move your game piece the number of squares shown on the die in the direction of the finish line.
2. **Normal Square:** (without Smell Indicator or instructions) If you land on a normal square, then your turn is over. The player to the left rolls the die and moves.
3. **Smell Spots:** If you land on a square with a Smell Indicator sign, draw a card from the top of the deck *with that symbol*. Open the card and scratch

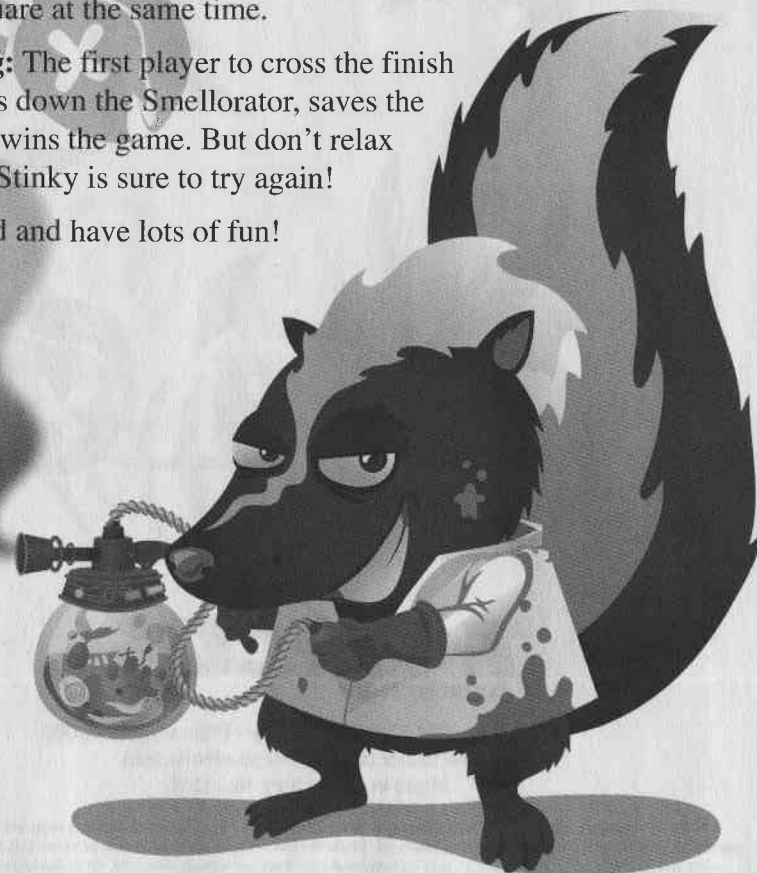
the "PU Logo" and guess the smell. After guessing the smell look at the back of the card to see if you are correct. Then place the card on the bottom of its deck.

4. **Incorrect Guess:** stay in place, your turn is over.

**Correct Guess:** Roll die again and move forward. If you land on another Smell Spot, draw another card and repeat the process.

5. **Special Squares:** (squares with instructions) If you land on a square with special instructions on it, follow the instructions. These can be either a bonus or a penalty. If taking a shortcut, player must follow the footprints and end on the square where the footprints end.
6. **Sharing squares on the path:** Two or more players may share the same square at the same time.
7. **Winning:** The first player to cross the finish line shuts down the Smellorator, saves the fair, and wins the game. But don't relax because Stinky is sure to try again!
8. Play hard and have lots of fun!

SCRATCH HERE



### Good Smells

Bacon  
Bananas  
Cherry  
Cotton Candy  
Grapes  
Peppermint  
Popcorn  
Orange  
Roses  
Strawberry

### Bad Smells

Burnt Rubber  
Dirty Sweat Socks  
Dog Poop  
Fish  
Garbage  
Garlic  
Gasoline  
Onion  
Skunk  
Smoke

### Mystery Smells

Bread  
Cheese  
Cinnamon  
Chocolate  
Coconut  
Coffee  
Cut Grass  
Lemon  
Maple Syrup  
Soap



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