

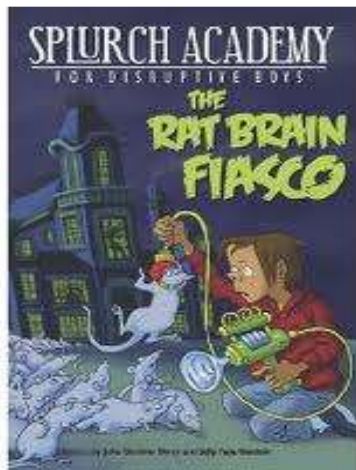
A Plot Point Game for

*Splurch Academy for Disruptive Boys*

# *The Rat Brain Fiasco*

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Illustrated by Sally Faye Gardner



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Game created by Debbie Gonzales

## Instructions

### Materials needed:

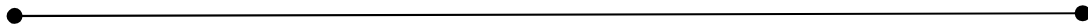
- One dice
- Card stock
- Scissors
- Markers or colored pencils
- Laminate (optional)

### Preparation:

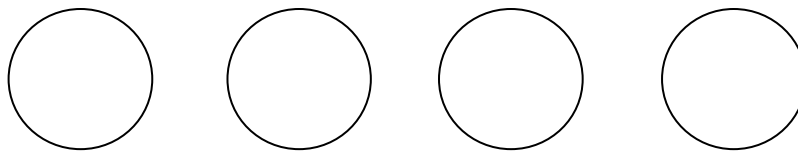
- Print game board on sheet of cardstock.
- Cut out the 4 circular game pieces found at the bottom of this page.
- Decorate game board using markers or colored pencils.
- Laminate game board and game pieces, if so desired.

### Game Procedure:

- The game begins in Principal Small's office located at the lower left of the game board. Place game pieces in this spot.
- Taking turns, roll dice and move game pieces accordingly along the designated spaces of the game board.
- Follow instructions described in each space on the game board.
- The first player to reach the top left portion of the game board wins!



### *Player Game Pieces*



Hurrah! Cody crashed the Recipronator against a stone wall smashing into a thousand pieces! (184)

Miss two turns while Rasputin and Farley's brains are reciprocated (180).

Cody fights with Farley. The recipronator slips out of Cody's grip and revolves in the air (170).

A mob of fork-wielding rats storm the stage (159)!  
Move ahead one space.

*How could one little rat-boy stop a fiend like Farley?* (137)

Roll the dice again and move ahead with the team of rat-boys carrying the Rebellion-Rodent Recipronator (147).

Cody-rat sends brain waves to Boy Cody [155].

Skip a turn to nibble on some rat kibble.

**WALK LIKE A DUCK**

"With these headphones I can control him with just my thoughts (132).

*Splurch Academy*  
**MONSTERS!**  
(83)

*Library air duct surveillance* (83).

Headmaster hypnotics (70). Close your eyes and miss a turn.

*Creepy Cadillac Getaway Attempt*  
(101)

*Take an extra turn.*

**Climb out of the classroom window and run ahead 5 spaces (61)!**

**Zapped by the rebellio-rodent recipronator!**

Lay down and play dead.

*"You sicko monster!" Cody screamed. "Why switch my brain with a rat's?"* (122)

Phone call fouled by Farley (118).

*Roll the dice and move backwards.*

**RIP**

*Billy Whistler*

Pencil Sharpener Fire (59)!

Welcome to a rat-filled dungeon (37).

Make yourself comfortable and miss two turns.

*"This time you've pushed us too far. Reports on your bad behavior have filled two binders"* (4).

**GO AHEAD THREE SPACES**

Miss a turn and stop here for a picture (20).

Say, "BRAINS!"

Nurse Stinkwater wasn't going to stick Cody without a fight (32).

**ROLL AGAIN AND TAKE AN EXTRA TURN.**

The *Rat Brain Fiasco* begins here in **Principal Small's Office.**