

THE MYSTERY DATES



The **BASKETBALL GAME** date is Chad and he's ready to watch some hoops.

The **SALSA DANCING** date is Ryan and he's ready to show you his best dance moves.



The **KARAOKE** date is Troy and he's ready to sing some tunes.

The **ROLLER SKATING** date is Zeke, who's ready to roll.



The **DUD** is Ms. Darbus, the teacher, and she's ready to send you to detention.



A MISMATCH!

If the date behind the door is NOT the correct one to go with the three outfit cards shown, you must close the door and end your turn. Be sure to close the door completely then spin the knob so the following player won't know which date will appear next.

OH NO, NOT HER!

If you open the door to reveal the DUD (Ms. Darbus), you must discard the three outfit cards you have shown and immediately draw three more cards from the draw pile to end your turn.

A MATCH!

If you open the door and find the date that you are ready for, (showing 1, 2 and 3 cards of the same color which apply to this date), you have **WON THE GAME!**

We will be happy to hear your questions or comments about this game. US consumers please 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. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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Not suitable for children under 3 years because of small parts - choking hazard.

PROOF OF PURCHASE



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Mystery Date



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DisneyChannel.com



For 2 to 4 Players / AGES 7+



Gabriella, Sharpay, Taylor and Kelsi must hurry up and get ready, their Mystery Dates will be meeting them shortly! But which date will they find waiting by their lockers? Will it be Troy who's ready to go karaoke singing, or Chad who's ready to go to a basketball game, or will it be Ryan who's ready for salsa dancing, or will it be Zeke who's ready to go roller skating? And who will be dressed in the right clothes and ready to go?

Collect all three clothing & accessory cards of the same color to get ready for a specific date. The first girl to open the door and find the date that she is dressed up for is the winner!

CONTENTS:

- Gameboard • Mystery Door
- 5 Mystery Dates • 48 Clothing/Accessory Cards
- 4 Pawns with Stands
- Label Sheet • Die



THE FIRST TIME YOU PLAY

Carefully detach the game parts from their cardboard sheets. Discard the waste. Apply the labels to the front of the Mystery Door.



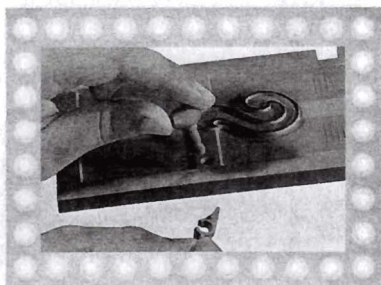
Assemble the Mystery Door

There are nine (9) pieces that go together to form the Mystery Door.

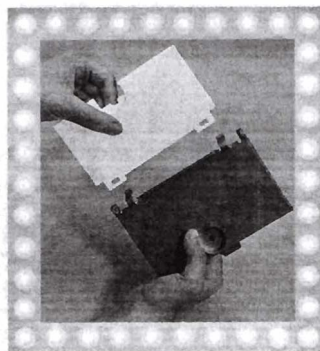
- Door front
- Door back
- Doorknob (2 pieces)
- 5 Mystery Date cards



1 Stack the Mystery Date cards in a pile in order, from 1 to 5, so that card 1 is on top and 5 is on the bottom. Set aside.



2 Put the round doorknob piece through the hole in the door front, then snap the fastener so it is flush against the back of the doorknob.

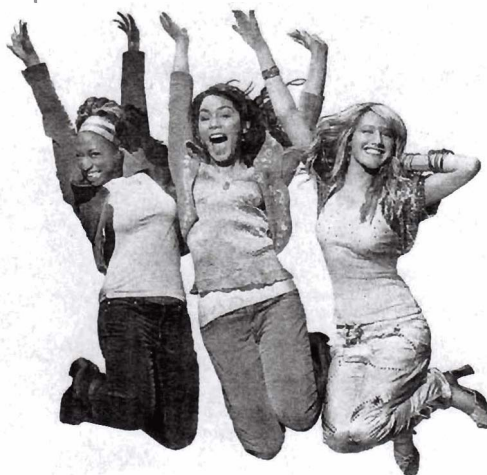


3 Place the door back in front of you so the hinges are on the left with the rounded edge facing up.

4 Take the stack of Mystery Date cards and slide them over the hinges so that card 1 is facing up.



5 At a slight angle, insert peg on bottom of door front into hole on bottom of door back. Then straighten door and snap top peg into top hole.



SETUP



1 Mystery Door: To insert the Mystery Door into the gameboard, slide the tab on the right side of the door into the large slot on the board, and then push the bottom of the door hinges so they hook into the two small slots.



2 Pawns: Insert each pawn into a plastic base. Each player chooses a pawn and places it in the corner "Open The Door" space nearest to her. Place any unused pawns out of play.

3 Cards: One player shuffles the cards and deals two to each player. Place the remaining cards facedown to one side of the Mystery Door. This is the draw pile. Take the top card from the draw pile and place it face-up on the other side of the Mystery Door to create the discard pile.

HOW TO PLAY

Each player rolls the die. The highest roll goes first. Play continues to the left.

On your turn: Roll the die and move your pawn clockwise around the board the number of spaces rolled. (It's okay if two or more pawns occupy the same space.) Follow any instructions on the space you landed on.

NOTE: You should never have more than six (6) cards at the end of any turn. If you will end up with more than six cards during a turn because the space you landed on instructs you to TAKE or SWAP cards, you should follow the instructions on the space as normal, then choose which cards you'd like to put in the discard pile to bring your hand back down to six cards.

• **TAKE spaces:** If you land on a TAKE space, follow the space directions to take cards from the draw pile, the discard pile or another player.

• **SWAP spaces:** If you land on a SWAP space and are instructed to swap cards with another player, both players first select the card from their own hand that they wish to swap and place it facedown on the table. The players then trade cards and each player adds the swapped card to her hand.

• **OPEN THE DOOR space:** If you land on an OPEN THE DOOR space and have the correct cards to complete an outfit for a date (that is, the 1, 2 and 3 cards of ANY ONE COLOR), you are ready for the date and may open the door to see if your matching date has arrived. But if you DO NOT have a complete 3-card outfit of one color, you do nothing and your turn ends.

To open the door, you must show your 3-card outfit to your opponents. Make sure the door is completely closed, then spin the doorknob and slowly open the door all the way to reveal which Mystery Date has arrived.

Note: It is possible that you might be ready for two dates at the same time. For example, you might be holding the 1, 2 and 3 PINK cards and the 1, 2 and 3 PURPLE cards. In this case you must choose which of the dates you're trying to find and place these three cards face-up on the table. Hold the other three-card sequence in your hand for future play.