

# INSTRUCTIONS



## ASSEMBLY INSTRUCTIONS

2 to 4 Players

### What's Inside:

gameboard, 144 cards, 4 pawns, 2 dice, 16 scoring tokens, 16 voting tokens, 4 scoreboards, scorepad, tray, tray divider, label sheet (Sorry, pencils not included.)

### How to Put It All Together:

1. Carefully separate the four scoreboards. Then punch out and discard the scoreboard hole and four token slots on each.
2. Carefully punch out all tokens.
3. *To Assemble the Blue Card Tray:* Remove scorepad, card decks, pawns, dice, label sheet, and tray divider from box. Then remove the upside-down blue card tray and flip it over. Pop up tabs on tray divider as shown in Figure 1. Put tray divider inside tray with all tabs facing up. Then place the tray next to the gameboard.
4. *The Letter Die:* Carefully peel off the letter labels and apply them to the blank die as shown in Figure 2.

Figure 1

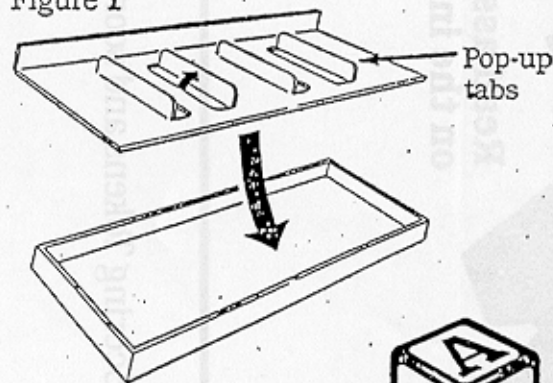


Figure 2  
The Letter Die



**2 TO 4 PLAYERS**  
**Read assembly instructions**  
**on the inside box cover first.**

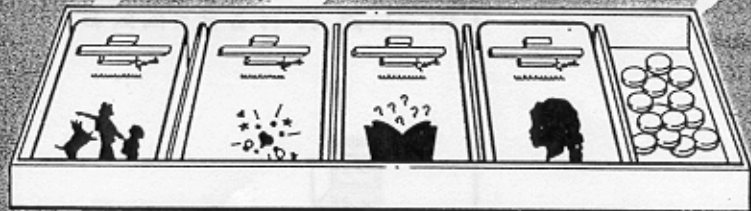
## Object

Collect three different color Scoring Tokens and score the most points to win!

## Setting Up

1. Each player takes one pawn and places it on its matching color corner of the gameboard.
2. Each player then takes a scoreboard that matches her pawn color and clips a scorepad sheet to it as shown in Figure 1.
3. Each player takes four Voting Tokens (0, 10, 20, and 30).
4. Shuffle each card deck separately. Then place all card decks **FACEDOWN** into the tray sections as shown in Figure 1. **NOTE:** Place all Scoring Tokens and any extra pawns and Voting Tokens in the smallest tray section.

Figure 1



Write your name on the scorepad sheet!

# How to Play

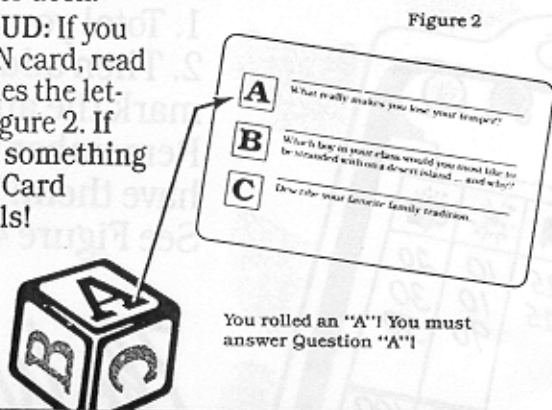
## Pick the Answering Player:

Choose one player to go first and give the dice to that player. That player is the Answering Player; all other players are the Voters. The roles of Answering Player and Voters change from player to player throughout the game as players alternate turns.

## On The Answering Player's Turn:

If you are the Answering Player, do the following on your turn:

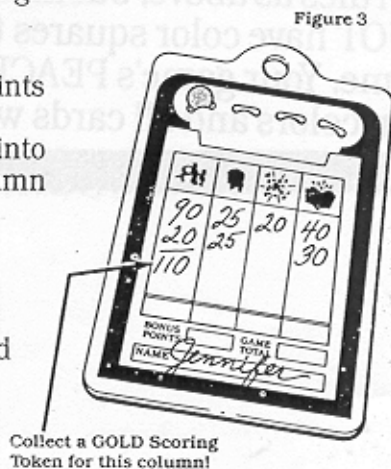
1. **ROLL AND MOVE:** Roll both dice and move your pawn onto the game path and clockwise around the board the number shown on the white die.
2. **PICK A CARD:** Pick a card from the deck that matches the color space you land on. **NOTE:** If you land on a "YOUR CHOICE" gameboard space, you can pick a card from any color deck.
3. **READ THE QUESTION ALOUD:** If you pick a GOLD, PURPLE or GREEN card, read aloud the question which matches the letter rolled on the letter die. See Figure 2. If you pick a PEACH card, you do something completely different! Read the Card Chart below for complete details!



4. **ANSWER OR ACT IT OUT:** Then answer the question or perform the stunt as best you can! How well you answer or perform determines your score! When you've finished, discard the played card **FACEDOWN** next to the tray. Form four separate discard piles, one for each deck. If you run out of cards at any time, shuffle its discard pile and place it into the tray!
5. **THE VOTE IS TAKEN:** After you've answered or performed, each Voter must vote on how well you did by *secretly* choosing one of her Voting Tokens—either a 0, 10, 20, or 30 point token! 30 is the highest score you can get! On the count of three, all Voters show their tokens at the same time. For more on judging, read the Card Chart below!
6. **MARK YOUR SCORE:** Now add up the votes and mark your score under the matching card column on your scoresheet. You must get *at least 100 points* in a column to get a matching Scoring Token. You must collect *three different color Scoring Tokens* to end the game!

## How to Collect a Scoring Token:

- When your score totals at least 100 points in any one column, collect a matching Scoring Token! Place the Scoring Token into the token slot found above that card column on your scoreboard. See Figure 3.
- You **CANNOT** collect more than one Scoring Token for any one card column!
- It may take you several turns to collect 100 points in any one column. If you land on a space for which you already have a token, play as usual. The extra points you gain will just increase your final game score!



7. **YOUR TURN IS OVER:** After you've marked your score (and collected your Scoring Token if you can), your turn as Answering Player is over. Pass the dice to the player on your left. Now it's her turn to be on the hot seat! You can relax and be a Voter—until your turn comes again!



# Ending the Game

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If you're the first player to collect three different color Scoring Tokens, you end the game! You also get 30 BONUS POINTS to put in the BONUS POINTS box on your scoresheet!

Figure 4

90	25	10	20
90	25	10	30
180	50	110	100
BONUS POINTS	30	GAME TOTAL	470
NAME	Kim		

Your final game score is 470!

## How to Total Your Final Game Score:

1. Total your scores for each column.
2. Then add the column totals together and mark the amount in the GAME TOTAL box. Remember to add the Bonus Points if you have them! This is your final game score. See Figure 4.

# The Winner

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The player with the most points at the end of the game is the winner! It is possible to win without collecting three Scoring Tokens if you have the most points.

## For a 2 or 3 Player Game

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Follow the same rules as above, but first remove any cards from the PEACH deck which do NOT have color squares that match the pawn colors you'll be using in your game. Your game's PEACH deck will include all cards that DO match your pawn colors and all cards with four color squares on them.

# Card Chart

## GOLD CARD

### WHAT YOU HAVE TO ANSWER

Here are silly Baby-sitting Situations to talk about! Everything from a pet snake loose in the house to kids running around the neighborhood with their underwear on their heads!

### HOW YOU'RE JUDGED

To score high, your answers must be *creative and original!*

## PURPLE CARD

### WHAT YOU HAVE TO ANSWER

Answer fun questions about boys, best friends, school, and home! Perform silly stunts, too!

### HOW YOU'RE JUDGED

To score high, your answers must be *believable!* Your stunts must be *performed well!*

## GREEN CARD

### WHAT YOU HAVE TO ANSWER

Answer trivia questions from the Baby-sitters Club books!

### HOW YOU'RE JUDGED

- If a Voter thinks your answer is correct, you'll score 30!
- If a Voter is unsure, you'll get a score of 0, 10 or 20!
- If a Voter thinks you're wrong, you'll get a 0!

Want more points? If you received at least one vote of 20 or below and you believe your answer is correct, try to gain more points by **PROVING IT!** Using a mirror, check the inside box cover for the correct answer

• *If you're proved right*, forget the voting points you scored for that turn. Instead, give yourself 30 points for each Voter! **PLUS** a 10-point bonus!

• *If you're proved wrong*, you lose ALL voting points for that turn! Your score is 0!

**NOTE:** If ALL players gave you 30-point votes for your answer, you **CANNOT** prove it to get more points!

## PEACH CARD

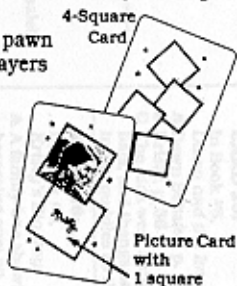
### NO ANSWERING QUESTIONS!

### NO PERFORMING STUNTS! NO JUDGING!

Just try to collect these cards for points! There are two types of PEACH cards: picture cards with one color square or cards with four color squares.

When you draw a PEACH card, if a square on it matches your pawn color, you get to **keep** the card! Just put it in front of you and **score 25 points** on your scoresheet! You must collect at least four PEACH cards to win a matching Scoring Token!

If the square does **NOT** match your pawn color, show the card to the other players and then put it **FACEDOWN** in the PEACH discard pile. The next player to land on a PEACH space may pick the top card from either the PEACH discard pile or the PEACH deck. Only **ONE** card can be picked on a turn.



**CARD 1:**  
In Book #1  
Kristy's Great Idea:  
A Mary Anne Spier, Claudia Kishi, Stacy McCall and Kristy Thomas: p. 1  
B Bachelorette: p. 7  
C Watson: p. 140

**CARD 2:**  
In Book #2  
Claudia and the Phantom Phone Calls:  
A Trevor Sandbourne: p. 10  
B Alan Gray: p. 131  
C (1) A stack of pots and pans against the inside of the door to the garage (2) A bag of marbles tied to the front door (3) A tape deck rigged to play loudly in the kitchen: pp. 88-90

**CARD 3:**  
In Book #3  
The Truth About Stacey:  
A The Body-attics Agency: p. 7  
B Jamie Newton: p. 24  
C New York City: p. 2

**CARD 4:**  
In Book #4  
Mary Anne Guesses the Day:  
A Her father: p. 1  
B Claudia's grandmother Mimi: p. 3  
C Dawn Schacter: pp. 168, 169

**CARD 5:**  
In Book #5  
Dawn and the Impossible Three:  
A Dawn Schacter's mother: p. 11  
B Am your index fingers at someone and say "Bzzz": p. 83  
C Karen Brewer: p. 22

**CARD 6:**  
In Book #6  
Kristy's Big Day:  
A The car Kristy's Nannie drives: pp. 60, 61  
B She told them that the Martins were coming: p. 24  
C Her mom and Watson were getting married and his house was larger for their combined families: p. 2

**CARD 7:**  
In Book #7  
Claudia and Mean Janine:  
A A play group: p. 23  
B Computer: p. 3  
C Kristy: p. 14

**CARD 8:**  
In Book #8  
Boy-Crazy Stacey:  
A The Pikes: p. 9  
B Chocolate bars: pp. 61, 62  
C Steel wool: pp. 82, 90

**CARD 9:**  
In Book #9  
The Ghost of Dawn's Horse:  
A Claudia: p. 3  
B Nicky Pike: p. 130  
C Mario and Vanessa had shampooed Claudia's hair: p. 14

**CARD 10:**  
In Book #10  
Lopon Likes Mary Anne:  
A Inside her locker: p. 15  
B Louisville, Kentucky: pp. 19, 20  
C Claudia Kishi: p. 2

**CARD 11:**  
In Book #11  
Kristy and the Snobs:  
A Disperses: p. 41  
B A puppy: p. 130  
C By messing it up more: p. 81

**CARD 12:**  
In Book #12  
Claudia and the New Girl:  
A Claudia: p. 4  
B Sculptures: p. 10  
C Club meetings: pp. 67, 69

**CARD 13:**  
In Book #13  
Good-bye Stacey, Good-bye:  
A Secret Agents: p. 28  
B They used the photos from the yard sale: p. 118  
C In Claudia Kishi's bedroom: pp. 4, 5

**CARD 14:**  
In Book #14  
Hello, Mollory:  
A Spirit: p. 33  
B The human digestive system: p. 48  
C Kids incorporated: p. 80

**CARD 15:**  
In Book #15  
Little Miss Stonybrook... and Dawn:  
A A shopping spree at Toy City: pp. 125, 140  
B Dawn Schacter: p. 2  
C Charlotte Johansson: pp. 69, 72

**CARD 16:**  
In Book #16  
Jesse's Secret Language:  
A New Jersey: p. 2  
B Kristy: p. 13  
C Stonybrook Middle School: p. 2

**CARD 17:**  
In Book #17  
Mary Anne's Bad-Luck Mystery:  
A Gray: p. 8  
B Broke a chain letter: p. 134  
C Kristy: p. 1

**CARD 18:**  
In Book #18  
Stacey's Mistake:  
A Laine Cummings: p. 18  
B The Hard Rock Cafe: p. 32  
C By limit: p. 124

**CARD 19:**  
In Book #19  
Claudia and the Bad Joke:  
A Betsy Sopek didn't tell Claudia that the swing was broken and it fell apart: pp. 37, 38  
B Jesse Ramsey: p. 9  
C Mollory Pike: p. 9

**CARD 20:**  
In Book #20  
Kristy and the Walking Disaster:  
A Kristy's Knishers: p. 26  
B Bart Taylor: p. 29  
C Jackie Rodowsky: p. 19

**CARD 21:**  
In Book #1  
Kristy's Great Idea:  
A Mary Anne: p. 43  
B Saint Bernard: p. 68  
C Moribida Destiny: p. 93

**CARD 22:**  
In Book #2  
Claudia and the Phantom Phone Calls:  
A Nancy Drew mysteries: p. 6  
B Alan Gray: pp. 18, 19  
C She dropped red Jell-O in his lab plate and ate it: p. 115

**CARD 23:**  
In Book #3  
The Truth About Stacey:  
A Kristy: p. 2  
B Peanut butter and honey, toasted: p. 137  
C They painted up letters and put an ad in The Stonybrook News: p. 2

**CARD 24:**  
In Book #4  
Mary Anne Guesses the Day:  
A The Pikes: p. 92  
B Jenny Prettzoso: pp. 29, 61  
C Dawn Schacter: p. 40

**CARD 25:**  
In Book #5  
Dawn and the Impossible Three:  
A Dawn Schacter: p. 1  
B Kristy: p. 38  
C The kids wear bathing suits, raincoats, rain hats and boots and go jumping in the puddles as they walk: pp. 119-121

**CARD 26:**  
In Book #6  
Kristy's Big Day:  
A A family tree showing their two families becoming one: pp. 121-123  
B A wedding: p. 120  
C Old Ben Brewer: p. 1

**CARD 27:**  
In Book #7  
Claudia and Mean Janine:  
A Webster's Dictionary: p. 3  
B The club pays Kristy's brother Charlie to drive her over: pp. 18, 18  
C Monster: p. 19

**CARD 28:**  
In Book #8  
Boy-Crazy Stacey:  
A Stacey: p. 121  
B Claire: p. 23  
C Marjorie: p. 28

**CARD 29:**  
In Book #9  
The Ghost of Dawn's Horse:  
A Trip-Mat: p. 81  
B Barn: p. 77  
C Dawn: p. 2

**CARD 30:**  
In Book #10  
Lopon Likes Mary Anne:  
A A decorated box filled with games, storybooks, coloring books and activity books: p. 78  
B Kristy: p. 132  
C She ran home: p. 120

**CARD 31:**  
In Book #11  
Kristy and the Snobs:  
A Logan Bruno and Shannon Kibbourne: pp. 14, 142  
B Mondays, Wednesdays and Fridays from 3:30 pm until 6 pm: p. 143  
C Mondays: p. 17

**CARD 32:**  
In Book #12  
Jesse's Secret Language:  
A Mollory Pike: p. 2  
B American (American Sign Language): pp. 21, 22  
C Mary Anne: p. 16

**CARD 33:**  
In Book #1  
Kristy's Great Idea:  
A Boo-Boo: p. 90  
B Two: p. 6  
C Claudia: pp. 40, 41

**CARD 34:**  
In Book #4  
Mary Anne Guesses the Day:  
A Mary Anne's father: p. 23  
B Jenny Prettzoso: pp. 120, 121  
C Mary Anne's bedroom: p. 20

**CARD 35:**  
In Book #7  
Claudia and Mean Janine:  
A Louie: p. 26  
B All club members must write in this diary about their job-sitting jobs. They must also read it once a week: p. 13  
C Special tea: p. 118

**CARD 36:**  
In Book #4  
Mary Anne Guesses the Day:  
A Dawn's mother and Mary Anne's father dated in high school: p. 127  
B Claudia: p. 4  
C Jamie Newton: pp. 141, 148