

# BRATZ GirlTALK

The Stylin' game of  
TRUTH or DARE

## What You Get

• Plastic game tray • Cardboard wheel assembly with 2-piece spinner knob, 3 anchor pegs and 3 twist locks • 96 Bratz Chat Cards

## What You Do

To play, spin the wheel and try to score points by performing stunts and answering questions. Also collect Bratz Chat cards with little compliments, like "Super stylin' sense!" and "Born to succeed!" Give Chat cards facedown to the players you think they describe the best.

The first player to score 25 points wins the game. She also gets to read her Chat cards, and find out what the other players think of her! Wouldn't it be cool to know that someone thinks you're super-smart?



## The First Time You Play

Carefully remove the cardboard game parts from the sheets, and twist the plastic parts off the runner. Throw out the leftover stuff.

The illustration above shows a game ready for play. Check it out as you assemble and set up your own game.

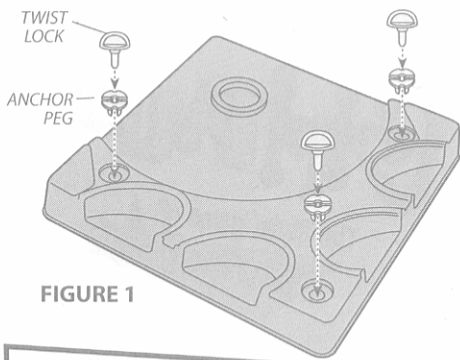


FIGURE 1

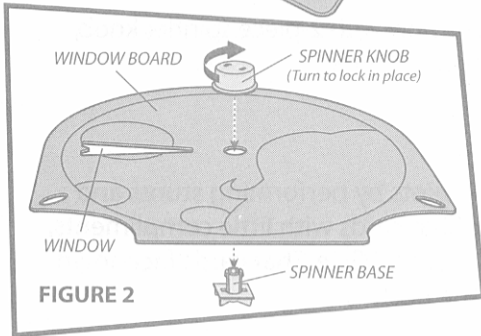


FIGURE 2

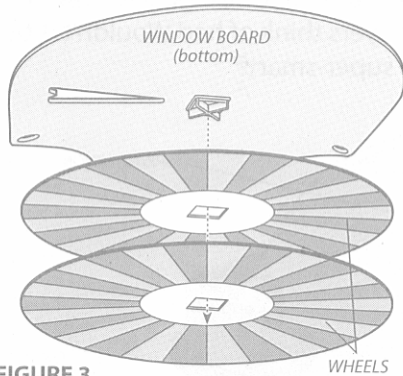


FIGURE 3

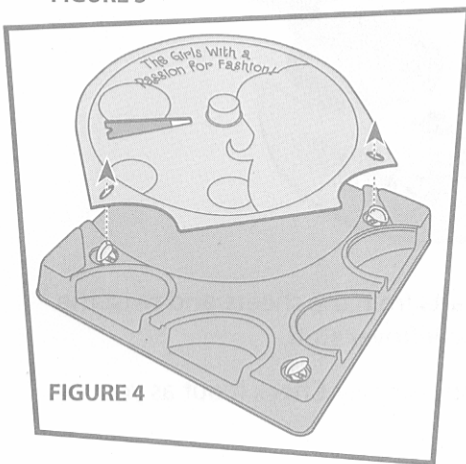


FIGURE 4

## ASSEMBLE THE GAME TRAY

Yup, it's boring—but at least you'll only have to do it once! Here's how:

1. Put an anchor peg in each of the 3 tray holes, then firmly push a twist lock all the way down into each anchor peg. See Figure 1.
2. Push the spinner knob and base together through the hole in the window board. Slowly turn the knob until it clicks into place. See Figure 2.
3. Fit both of the wheels onto the spinner base, as shown in Figure 3.
4. Fit the window board and wheels onto the tray as shown in Figure 4. To do this, turn the 2 twist locks to line up with the board holes.
5. Finally, fit the logo board onto the tray, as shown in Figure 5. To do this, turn the bottom twist lock to line up with the bottom hole.

After you're done, turn all 3 of the twist locks to hold the boards in place.

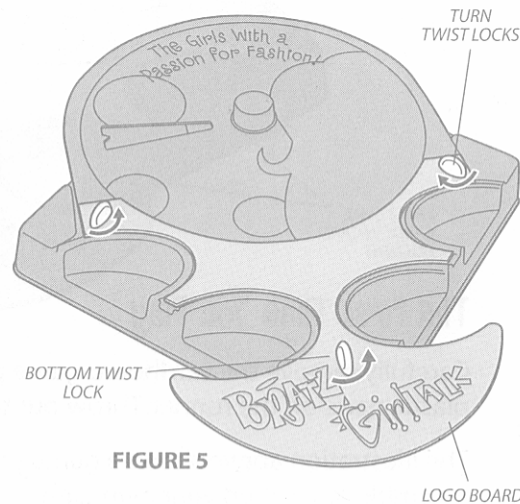


FIGURE 5

## Get Ready!

**The Point Princess:** Give a piece of paper and a pencil (not included) to someone who can count. She'll be the Point Princess.

**The Bratz Chat cards:** Divide them into 4 equal piles, then place each pile facedown into a card holder (the illustration on the cover shows where they go).

## Play!

The Point Princess gets to go first. After that, play passes to the left.

## ON YOUR TURN

Grab the spinner knob and spin the spinner. When it stops, you'll see one of 3 types of spaces through the window. Follow the rules for the space, then your turn is over. All of the wheel spaces are explained in detail below.

- A **Question or Stunt space;**
- A **"Make up Your Own Question or Stunt" space;**
- A **"Take a Bratz Chat Card from Each Pile" space.**

**Questions and Stunts:** If you spin one of these spaces, you must either answer the question or perform the stunt. If you do so to everyone's satisfaction, you get the points shown on the space. (The Point Princess keeps a running tally of everyone's score.)

If your fellow players think you blew it—well then, you blew it. No points for you.

Some of the questions and stunts are a little weird and wacky. If a certain stunt isn't really your thing, or if answering a certain question would just *mortify* you, then fine. Just skip it and go scoreless for that turn. After all, the whole point is to have fun, right? Besides, you probably won't be the only one who chickens out at some time during the game!

Anyway, after answering the question or performing the stunt (or NOT), your turn is over.

**Make up Your Own Question or Stunt:** If you spin one of these spaces, then you might be in trouble. Now the *other players* secretly get together and make up a question for you to answer or a stunt for you to perform. (Don't make her wait all day, girls. And keep it safe! She's your friend, right?)

The same rules apply to the made-up question or stunt: to get the points, you must answer or perform to everyone's liking. This ends your turn.



**Take a Bratz Chat Card from Each Pile:** If you spin one of these spaces, take one Chat card from each pile, then secretly read the 4 cards. Decide which player (including you) best fits each card, then place it *facedown* in front of her. You may want to give all the cards to one player, or spread them out among different players. Whatever! The cards remain secret until the end of the game. This ends your turn.

## How to Win

As soon as a player gets 25 points, the Point Princess declares her the winner, and the game ends. In addition to having bragging rights, the winner is the *only* one who gets to look at the Chat cards she's collected during the game. All other players must immediately put their cards, facedown, back into the card holders.

Want to play again? Just shuffle the Chat cards, divide them equally into four piles, and place them back in the card holders.

**Changing the wheels:** When you're ready to flip the wheel or use the other one, just do the following:

1. Turn the twist locks to line up with the slots in the boards, and carefully lift the boards off.
2. Lift the wheels off the spinner base. Flip the wheel or switch it with the other one. Then fit the boards and wheels back onto the tray as described in Steps 4 and 5 of the Assembly instructions.

## Storing Your Game

Done playing for now? To fit the game tray back into the box, just remove the boards and wheels, and place them on top of the tray.

We will be happy to hear your questions or comments about this game. 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.

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