

BRATZ™

Passion for Fashion™ Game

The Bratz Pack is getting ready to step out in style. But hey, it takes *time* to look funky-fresh and fashionable — especially when you can't find your clothes! The Bratz pals swap outfits so often, who knows *where* those studded jeans and that feather boa ended up?

Help Cloe, Sasha, Jade or Yasmin raid the revolving “closets” to find the 4 tokens that match her favorite outfit and hair style. Then head for HOME to win the game!

Object

Be the first player to return to your HOME space with your 4 Fashion tokens.

Contents

- Gameboard
- 4 Revolving “closets”
- 4 Bratz pawns with pawn stands
- 20 tokens
- 4 Fashion boards
- 2 Dice
- Label sheet
- 4 Push pegs

The First Time You Play

Carefully detach the game parts from their cardboard sheets. Discard the waste.

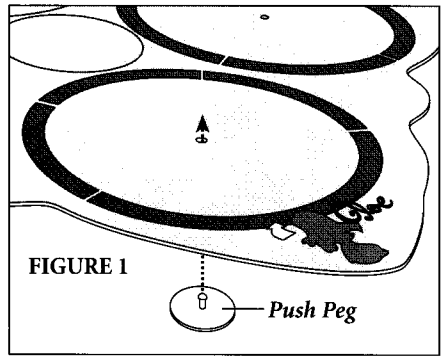
Label the dice. Apply the number labels to one die, and the color labels to the other die.

Assemble the pawns. Fit each pawn into a pawn stand.

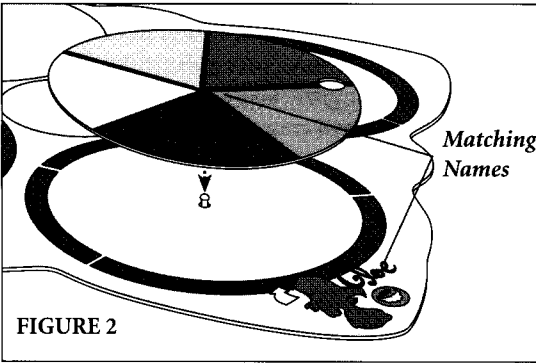
Attach the closets to the gameboard.

There are 4 revolving closets — one for each Bratz girl. Attach the closets to their matching gameboard corners by following Steps 1 through 4.

1. Slide a push peg under any corner gameboard circle. Push the peg *up* through the hole in the center. See Figure 1. Then do the same in the other 3 corners of the gameboard.



2. Pick a closet — *any* closet. Then place it faceup on top of the matching gameboard corner. For example, if you picked the closet with Cloe's name, place it faceup in Cloe's corner of the gameboard.



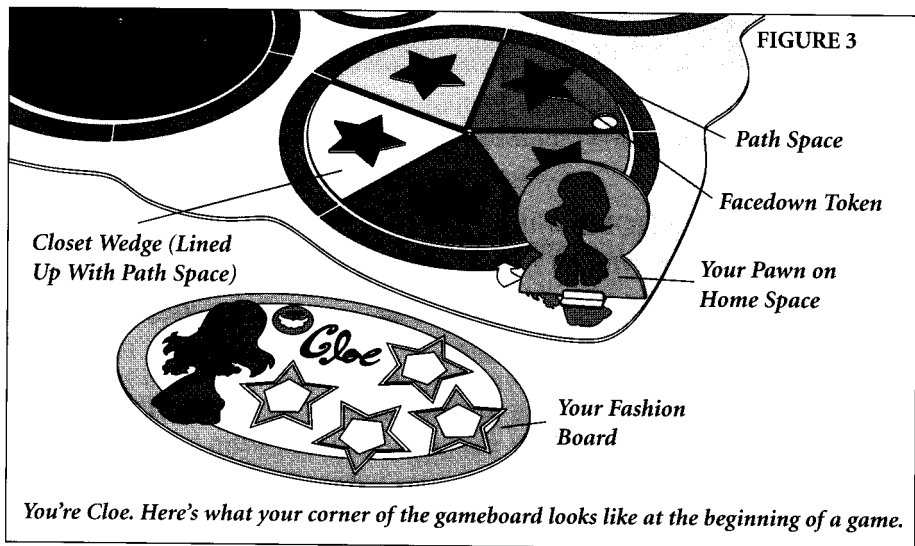
3. Line up the closet's center hole with the peg. Then push the closet down until the peg snaps up through the hole. See Figure 2.

4. Attach the other 3 closets the same way, in their matching gameboard corners.

Let's Get Ready!

1. Pick the Bratz girl you want to be, and sit near her gameboard corner.
2. Take your Bratz pawn and place it on the Bratz girl in your corner. This is your HOME space. All players do the same.
3. Take the Fashion board that matches your Bratz girl, and place it in front of you. All players do the same.
4. Turn all of the tokens facedown, mix them up, and put one facedown on every closet wedge on the gameboard (that's 20 tokens on 20 closet wedges).
5. Make sure the closet wedges line up with the path spaces.

Figure 3 shows a corner of a set-up gameboard.



Let's Play!

The youngest player gets to go first. Play then continues to the left.

On each of your turns, your goal is to find a Fashion token that matches a star on your Fashion board. On each of your turns, you'll follow these 2 steps:

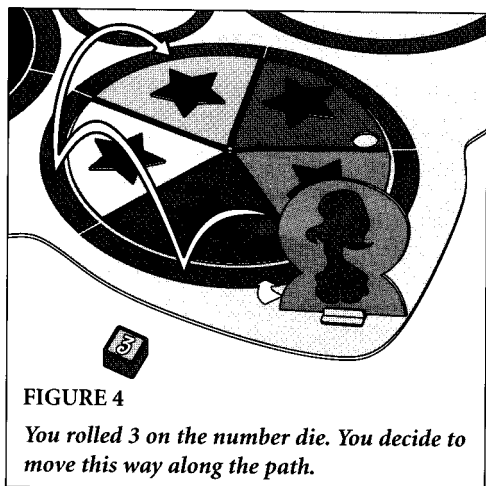
1. Roll the number die and move your pawn along the path spaces.
2. Follow the directions (if any) for the space you land on.

1. ROLL AND MOVE

3 Roll the number die, then move your pawn along the path spaces by the full die count.

Moving Your Pawn

- Move your pawn space by space along the path by the full count of the die. Figure 4 shows you how. *Note:* From HOME, move onto the space connected by the arrow.





The Salon space

- You can move in either direction on the path — but once you start moving, you can't reverse direction on that turn.
- **Closet-hopping.** The 4 closets are connected by the Salon space in the center of the gameboard. To move from one closet to any other closet, you must pass or land on the Salon space.

- **Undoing a “do.”** Players can pass each other and share spaces, but here's the catch: if you pass or land on a space with another player, you mess up her hair! If she has collected her hair token, she must put it on the Salon space, and she must collect it again by passing or landing on the Salon space.
Exception: You can't mess up a player's hair if she's on the Salon space.

2. FOLLOW THE SPACE DIRECTIONS

Now follow the directions explained below, for the kind of path space you land on.

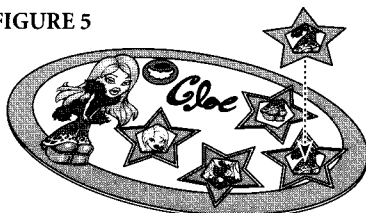
If there's a token on the closet wedge in front of your space, turn it over so that all players can see it.

- If it's a Fashion token you need, great! Place it on the matching star on your Fashion board (see Figure 5). This ends your turn.
- If it's a Fashion token you *don't* need, turn it facedown again on the closet wedge. The player who needs this token should try to remember where it is! *Note:* If *no player* needs the token, just put it aside, out of play. Now you get to roll the color die for a second chance to collect a token! See **Rolling the Color Die.**
- If it's a token with directions on it, do what it tells you, then turn it facedown again on the same wedge. Your turn is over. See **Special Tokens.**

If there's no token on the closet wedge in front of your space, you get to roll the color die for a second chance to collect a token. See **Rolling the Color Die.**

If you pass or land on the Salon space, take any of your tokens that are on the space, and replace them on your Fashion board. Your turn is over.

FIGURE 5



You found your jeans! Place the token on the matching star on your Fashion board.

Special Tokens



Move your pawn (if you want to) to any space — including the Salon space or your HOME space. If there's a token on that closet wedge, follow the rules for turning over tokens — except that you can't roll the color die.



Take a token (your choice) from your Fashion board, and place it faceup on the Salon space. Now you must pass or land on the Salon space to collect this token again.



Take a token (your choice) from a player (your choice). Place the token faceup on the Salon space. Now the player who owns it must pass or land on the Salon space to collect that token again!



Turn over the token on *any* closet wedge so that all players can see it. Follow the rules for turning over tokens — except that you can't roll the color die.

Rolling the Color Die



This die gives you a second chance to collect a token, by turning the closet so that a different wedge appears in front of your pawn!

Here's how it works:

1. Roll the die, and check out the color you rolled (if you rolled the wild star, *you* pick the color!). Then place your finger in the closet hole, and turn it until the closet wedge of that color lines up with the space your pawn is on. *Note:* If that color closet wedge is *already* lined up with your token, you don't get to move the closet.
2. If there's a token on that closet wedge, follow the rules for turning over tokens — except that you can't roll the color die again. This ends your turn.

Figure 6 shows an example of rolling the color die and turning a closet.

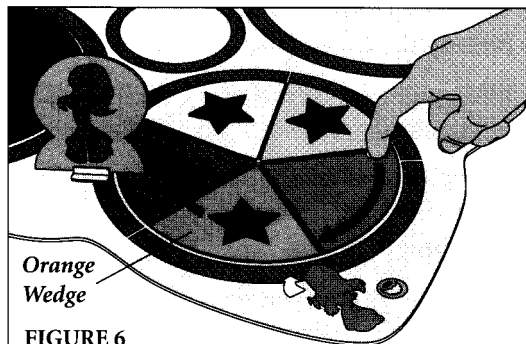


FIGURE 6

You rolled orange. Turn the closet until the orange wedge is in front of your pawn. Then check out the token on that wedge!

How to Win

Once you've collected all 4 of your Fashion tokens, head back toward your HOME space. You must still follow the rules for moving and turning over tokens.

If you're first to reach HOME with all 4 of your tokens, you win the game!
Note: You don't have to land on your HOME space by exact die roll.

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, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

TM & © 2002 MGA. Bratz and all related logos, names and distinctive likenesses are the exclusive property of MGA Entertainment. All Rights Reserved.

The HASBRO, MILTON BRADLEY and MB names and logos are ® and ©2002 Hasbro, Pawtucket, RI 02862. All Rights Reserved. ® denotes Reg. US Pat. & TM Office.

PRINTED IN U.S.A. 40886-I

