

# the Dr. Laura game

For 3 to 6 adult players

## Quick Rules

### Roll the die to pick a Preach, Teach, or Nag card.

- **PREACH.**  
Select a player to be a Dr. Laura "fill-in."  
Read the dilemma out loud. The player gives an answer, and everyone votes on whether it's as good as Dr. Laura's. If it is, the player moves forward one space. If it isn't, the turn ends.
- **TEACH**  
See if players can guess Dr. Laura's real answer to a dilemma. Those who do move forward one space. If no one guesses correctly, *you* move forward.
- **NAG.**  
Listen to everyone's responses to a dilemma. Decide which player's response comes closest to Dr. Laura's. That player moves forward one space.

## CONTENTS:

- 1 gameboard
- 1 Preach, Teach, and Nag die
- 600 dilemmas — 200 Preach, 200 Teach, and 200 Nag — on 300 double-sided cards
- 3 organizing separators for cards
- 6 pawns
- 18 voting chips

## SETUP

Choose a pawn and put it on the "Start" space on the gameboard. Place the Preach, Teach, and Nag cards and the organizing separators in the slots provided. Give an A, B & C voting chip to each player.

## OBJECT

To discuss various issues and be the first player to reach the center of the gameboard.

## GAMEPLAY

The oldest player goes first.

## ON YOUR TURN:

Roll the die to determine whether to draw from the Preach, Teach, or Nag cards. Draw the first card from the appropriate category.

### If you roll a ...



#### **PREACH CARD:**

- Select another player to "fill in" for Dr. Laura.
- Read the dilemma as if you were the call-in guest. Start off with the words, "Hi, Dr. [player's name]."
- Everyone listens while the player gives advice.
- Read Dr. Laura's actual response out loud.
- Everyone votes on the player's advice by saying it is "as good" or "not as good" as Dr. Laura's actual response.
- Tally the votes.

If the majority agree the player's advice was "as good" as Dr. Laura's, the player moves forward one space. If the majority agree the advice was "not as good" as Dr. Laura's, the turn ends, and the player does not move forward.



## **TEACH CARD:**

- Read the dilemma to the other players, then read all three possible answers.
- Players secretly select an A, B, or C voting chip to correspond to the answer they choose, and then place their chips voting-side-down in front of them.
- After everyone has voted, have players flip their chips over to reveal their answers.
- Read the correct Dr. Laura answer out loud. (The letter for the correct answer is located at bottom right corner of card.) Players move forward one space on the board if they guessed the correct answer. You move forward one space if *no one* guessed the correct answer.



## **NAG CARD:**

- Read the dilemma to the other players.
- Players try to guess what Dr. Laura's response will be. They have two options: they can either come up with their own answer or agree that another player's answer will most closely match the one on the card.
- Quickly recap the responses.
- Read Dr. Laura's actual answer out loud.
- Announce which player's response you think is closest to Dr. Laura's answer (be ready to explain why).

The player and those who agreed with the response move forward one space. (If only one answer is given, you can decide if it's close enough to Dr. Laura's and move the player forward.)

## **WINNING**

The first player to reach "Finish" wins the game.

## About Dr. Laura Schlessinger:

In addition to her highly successful weekday radio show, Dr. Laura Schlessinger is a best-selling author, a contributing editor to *USA Weekend*, and has been a guest on various national TV programs. Born in Brooklyn, NY, Dr. Laura received her master's and doctorate in physiology from Columbia University. She holds a post-doctoral certificate in Marriage, Family and Child Counseling (MFCC) from the University of Southern California.

\*All of Dr. Laura's proceeds from the sale of this game go to the Dr. Laura Schlessinger Foundation, a charity for children.

This game is based on the nationally syndicated Dr. Laura Schlessinger Radio Program © Premiere Radio Networks, Inc. (1997) and was created and marketed with its permission.

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). Customers in Canada may call 450-670-9820.

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The Dr. Laura  
Game

Proof of Purchase



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