

# NEW KIDS ON THE BLOCK GAME™

## INSTRUCTIONS for 2 to 4 players

### CONTENTS

#### THE RIGHT STUFF!

20 collectible New Kids photos,  
20 photo frames, gameboard, 24 cards,  
4 pawns, die, double-sided tape, label sheet

### OBJECT

#### HANG TOUGH TO WIN!

Collect at least 3 framed photos of different New Kids. Then, at the Finish Space, roll the die to get the number you need to win!

# ASSEMBLY

## PUT IT ALL TOGETHER!

**1. LABELS:** Apply labels to die as shown in Figure 1.

**2. PHOTOS:** Carefully separate all New Kids photos and set them aside.

**3. FOLDING FRAMES:** Carefully separate all New Kids frames. Assembly will be easier if you fold the frames and their easels now to make the cardboard less stiff. See Figure 2.

■ Fold each frame in half at its crease line.

■ Fold out each frame's easel stand and fold down its locking tab.

■ Then fold everything flat for assembly.

**4. PHOTO AND FRAME ASSEMBLY:** Now carefully select which frame you want to hold each photo. *Once the frames and photos are put together, they cannot be taken apart.*

■ Place a photo inside the frame. Line it up with the crease line and center it. See Figure 3.

■ Take a piece of double-sided tape and peel off the sides. Apply it as shown in Figure 4.

■ Press the frame and photo together to seal. See Figure 5.

■ Assemble easel stand with its locking tab as shown in Figure 6.

Complete the steps above for all 20 frames and photos.



Fig. 1

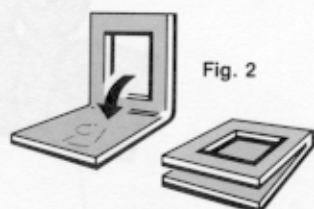


Fig. 2

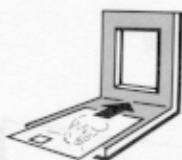
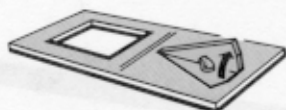


Fig. 3



Fig. 4



Fig. 5

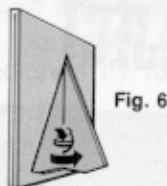


Fig. 6



## SETUP

### DO IT IN A FLASH!

1. Each player chooses a pawn and places it on the Start Space.
2. Shuffle the cards and deal each player ONE card. Place the remaining cards **FACEDOWN** in a Draw Pile in the center of the gameboard. During play, you'll form a Discard Pile—just shuffle it if you run out of cards!

## HOW TO PLAY

### COLLECT YOUR FAVES!

The youngest player starts. Play continues to the left.

**ON YOUR TURN:** Roll the die and do the following:

■ **If you roll a number**, move your pawn on the path the number of spaces shown on the die.

You may move your pawn in ANY direction on the path, but you **CANNOT DOUBLE-BACK** and move onto the same space in the same turn.

More than one pawn can share the same space at the same time.

■ **If you roll NEW KIDS ON THE BLOCK**, draw a card from the pile and add it to your hand. Then play ANY one of your cards and discard it **FACEDUP**.

**NOTE:** At the end of your turn, you will always have ONE card in your hand.



**SPECIAL SPACES:** There are two types of Special Spaces on the gamepath—Name Spaces and Concert Spaces.



Lucky you!  
Land on or pass by this space and collect any framed photo of Joe—your fave!

■ **NAME SPACES:** Wow! If you land on or pass by a New Kid's Name Space, you collect any framed photo of the New Kid whose name is on that space!

### HOT NEWS FLASH!

You can collect only **ONE** photo of each New Kid—even if you pass by that same Name Space more than once during the game.

■ **CONCERT SPACES:** Here's a place to hang out backstage with the New Kids! You must **STOP** here—even if you have more moves left on your die roll! Immediately draw a card from the pile and add it to your hand. Then play **ANY** one of your cards and discard it **FACEUP!**



Hang out  
on a Concert Space!  
You must **STOP** here,  
draw a card and play a card!

### SPECIAL HINT!

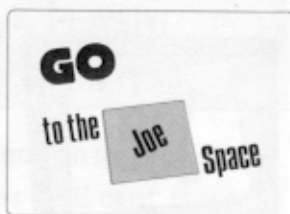
By playing a Concert Pass Card, you're a **V.I.P.!** You can continue moving the full count of your die roll! See **PLAYING YOUR CARDS** for more details!

**PLAYING YOUR CARDS:** Here's a neat way to travel quickly around the board! When you're directed to play a card, do as it says and then discard it **FACEUP!** Sometimes you must play a card when you really don't want to—even a Concert Pass Card! But you gotta do it anyway! **TOO BAD!**

A card may even direct you to a space you're already on! If so, just discard it **FACEUP** and stay where you are!

## HERE ARE THE FOUR TYPES OF CARDS:

■ **Go to a "Name" Space:** Move your pawn to the Name Space that matches the name on the card! Do **not** collect a photo **now**. You may move off the space on your next turn. Then, on a following turn, you could land on or pass by this space to collect the needed photo!



COOL!  
Play this card and move  
your pawn to the Joe Space!  
He's the BEST!



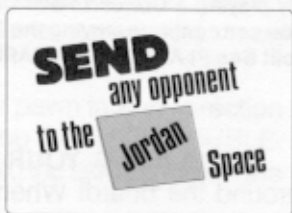
Play this card and move  
your pawn to any Name Space  
you'd like! Who's the cutest?

■ **Go to any Name Space:** Move your pawn to ANY Name Space that you'd like! Do **not** collect a photo **now**. You may move off the space on your next turn. Then, on a following turn, you could land on or pass by this space to collect the needed photo!

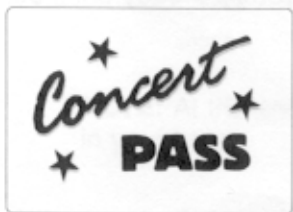
### SPECIAL HINT!

If you are already on a Name Space, you could play this card to remain on the same Name Space or to move to another Name Space!

■ **Send any opponent to a "Name" Space:** Move any opponent's pawn to the Name Space that matches the name on the card! Your opponent **cannot** collect a photo **now**, but may move off the space on his or her next turn. Then, on a following turn, your opponent could land on or pass by the space to collect the needed photo!



SUPER!  
Play this card to send your  
opponent to the Jordan Space!  
He's so HOT!



WOW!  
Your very own Concert Pass! Play  
it to continue your die roll past a  
Concert Space!

■ **Concert Pass:** This card is your special Concert Pass! It makes you a V.I.P.! You can play a Concert Pass Card on a Concert Space. It allows you to continue your move if you have more moves left on your die roll!

If you finish your move on a Concert Space, you could play a Concert Pass Card to stay there and hang out!

## ENDING THE GAME

## DO YOU HAVE THE RIGHT STUFF TO WIN?

After you have collected at least 3 framed photos of different New Kids, you can try to win the game! Here's how!

**ON YOUR TURN:** Move your pawn to the Finish Space on a regular die roll. You don't have to land on the Finish Space by exact count.

**ROLLING TO WIN:** When you move onto the Finish Space, immediately scream out (in your best concert yell!): "I'm rolling to win!" and roll the die! Then add the number you roll to the number of photos you have collected.

■ **If your total is 10 or more:** Yayyy! You win! For Example: If you have four photos, you must roll a 6 or 7 to win the game.

■ **If your total is less than 10:** Sorry! You didn't win and your turn is over. **BEFORE YOU ROLL ON YOUR NEXT TURN:** You must tell everyone if you're staying and rolling to win OR if you're leaving to collect more photos!

### **WATCH OUT! HOT NEWS FLASH!**

While you are on the Finish Space, you are NOT safe from other players' cards! You could be moved by another player at any time!

■ **If you roll NEW KIDS ON THE BLOCK when you're rolling to win,** you must draw a card, play a card and discard it FACE-UP to end your turn. If you wish to stay where you are, you could play a Concert Pass Card and then try rolling to win again on your next turn!