

## GAME PLAY:

**ON YOUR TURN:** Spin the spinner. If the Spinner A color matches your Favorite Guy space color, move your heart marker *forward one space* on the heart path, as a bonus.

Now move your date marker clockwise around the Guy path the number of spaces shown on Spinner B. Follow the directions below for the Guy path spaces.

**YOUR FAVORITE GUY SPACE:** If you reach this space either by exact count or not, move your date marker directly to the DATE space on the date path. Your turn is over. On your next turn, you'll go on a date with your Favorite Guy!

**A NERD SPACE:** If you end your move on one of these spaces, the nerd bugs you for a date! Move your heart marker *back two spaces* on the heart path. Your turn is over.

**A CHANGE OF HEART SPACE:** If you end your move on a heart space, your Favorite Guy has a change of heart! Move your date marker directly to the opposite heart space on the gamepath. Your turn is over. Now you're either *closer to a date with your Favorite Guy—or farther away!*

**ANY OTHER SPACE:** If you end your move on any space that shows a guy who's *not* your Favorite Guy, your turn is over.

**MOVING ALONG THE DATE PATH:** If your turn starts on the date path, spin the spinner and check the Spinner A color to see if you get a bonus. Then move your date marker clockwise to the next space on the date path that matches the color shown on Spinner A. Then move your heart marker *forward or back* on the heart path by the number of hearts shown on your space. For example, if you're on the ROCK CONCERT space, move your heart marker *forward three spaces*; if you're on the HOME LATE space, move your heart marker *back one space*.

After you move your heart marker, your turn is over.

**LEAVING THE DATE PATH:** If there are no more date path spaces that match the color you spun, move your date marker to the GOODNIGHT KISS space at the end of the date path. Then move your heart marker *forward one space* on the heart path. Your turn is over. Begin your next turn on your Favorite Guy space on the Guy path.

**THE TELEPHONE SPACE:** When your heart marker reaches the telephone space on the heart path, stop there. Move your date marker directly to your Favorite Guy space on the Guy path. Your turn is over.

On your next turn, spin the spinner to see if your Favorite Guy will call and ask you to the Prom! If Spinner A matches your Favorite Guy space color, move your heart marker directly to the PROM space to win. If the colors don't match, wait until your next turn to spin again.

## WINNING THE GAME

Be first to move your heart marker onto the PROM space, and you win!

## PROM DATE™ INSTRUCTIONS

2 PLAYERS

CONTENTS:

- 1 Flipsider Game Unit
- 4 Magnetic Playing Pieces

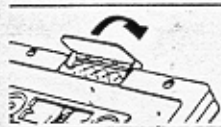
**OBJECT:** Collect hearts by dating your favorite guy, and be first to reach the PROM space.

### SET-UP:

**1**  
Figure

#### 1. REMOVING THE MAGNETIC PLAYING PIECES:

Using your thumb, slide the cover back, as shown, and shake the pieces out. Slide the cover forward to close.



**2**  
Figure

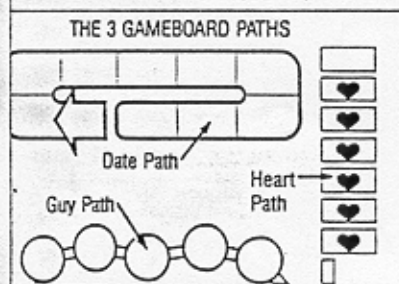
#### 2. OPENING THE GAMEBOARD:

Flip the gameboard out with a few quick shakes, as shown in Figure 2.



### SETTING UP THE PLAYING PIECES:

Use two of the same color playing pieces for your markers. Your opponent uses the same. Place your markers on the gameboard as explained below. Figure 3 for path names.



**3**  
Figure

players' markers can share the same space on all paths.

**THE MARKERS:** Choose your "favorite guy" on the Guy path. Then place one of your markers on that space. *Or* place your marker on the Dream Date space (the one that shows a question mark) to represent your *real-life* favorite. Your opponent does the same. You can both choose the same space. *Or* choose a Nerd!

Take note of the color on your Favorite Guy space. During the game, you get a bonus every time you spin that color!

**START MARKERS:** Place your other marker on the START space at the top of the heart path. Your opponent does the same.

**4**  
Figure

**4. SPINNING THE DUAL SPINNER:** Each player slides the spinner switch over as far as it will go and releases it. See Figure 4. Whoever spins the higher number on Spinner B goes first.

**NOTE:** Whenever a spinner arrow points to a line, spin again.

