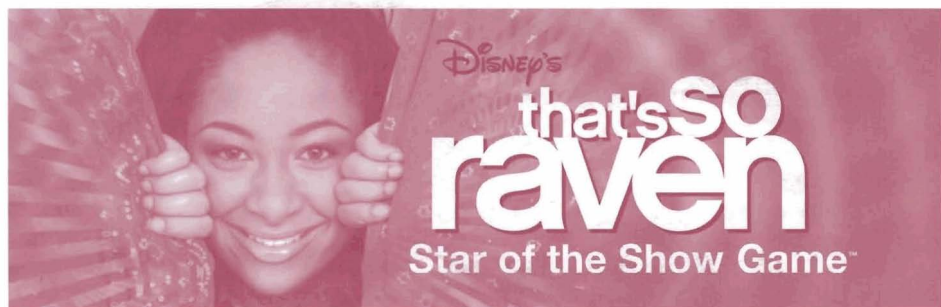




For 2 to 4 Players / AGES 8+

OBJECT

Show what you know about the hit TV show, *That's So Raven*! Can you remember the fun things that happened? Show you know your stuff and see if you can recall funny quotes and comments from the show. What do you foresee in your future? Share some fun stories with your friends about what you think may someday happen to you... and see what you learn about each other. Do you think you and Raven have similar tastes in hobbies and fashion? See if you do, and have fun at it, too!

Answer questions in four categories. If you can be the first player to move your gem to the final space on your game path, then you're the star of this show!

CONTENTS

Gameboard • 108 Cards • 2 Dice • 4 Gems • Label Sheet

THE FIRST TIME YOU PLAY

1. Remove the game components from their wrappings and discard the waste.
2. Separate the cards by category: *That's So Raven*, *Psychic Eye*, *Is That For Real* and *Who Said What*. Shuffle each deck separately and place them on their designated spots on the gameboard.
3. Follow the instructions on the label sheet to properly label the category die and the number die.

GET READY TO HAVE SOME FUN!

Figure 1 shows a 4-player game set up and ready to play.

1. Place the gameboard in the center of the play area.
2. Each player should choose a colored gem and place it on one of the spaces marked START on the gameboard.

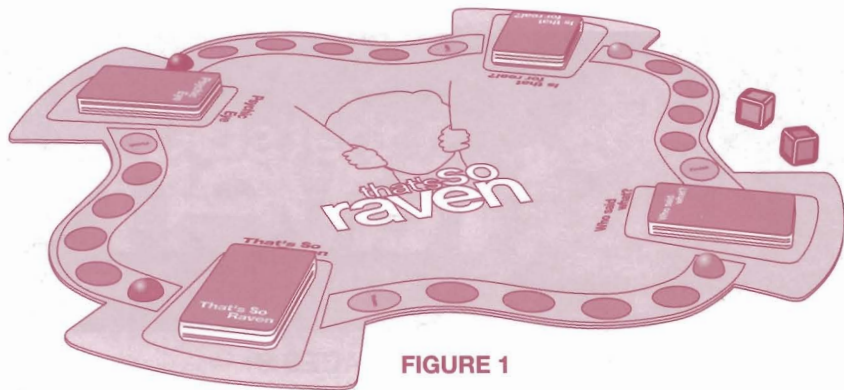


FIGURE 1

LET'S PLAY!

The player who most recently saw an episode of *That's So Raven* goes first. In case of a tie, the youngest player goes first.

On your turn...

1. At the beginning of each turn you must roll both dice.



- The Category die will tell you either what category to pick from (see *THE CARDS*, on page 4) or it will let you know if you're going to share a "Future Flash" story with your friends.

WHAT'S A FUTURE FLASH STORY?



If you roll the "Future" side of the die during your turn, share something fun with your friends about your future. What do you hope to do when you grow up? What do you want to do after school tomorrow? It can be anything you want to share — so be as silly or serious as you want, it's up to you. You may be amazed at what you can learn about your friends.

Note: You do not earn any cards for answering a Future Flash question.

Not sure what you want to share? You can make up anything your heart desires, but in case you get stuck here are a few ideas.

- ❖ If you could have dinner with any celebrity, who would it be and why?
- ❖ If you could do anything you wanted to for 24 hours, what would it be and why?
- ❖ If you could be the principal of your school, what would you change and why?
- ❖ If you could have any career, what would it be and why?
- ❖ If you could have any pet in the world, what would it be and why?

- When you roll the Number die it will reveal a number from 1 to 3. This represents the number of questions you may be able to answer on your turn. However, you only answer another question if you answered the previous question correctly.

2. After you roll the dice, take a card from the corresponding category, or if the Category die landed on the "Future" side, share a "Future Flash" story with your friends.

Note: Let's say you rolled a "2" or "3" on the Number die and the "Future" side of the Category die. After sharing your Future Flash story, you may re-roll the Category die the appropriate number and continue with your turn. If you rolled a "1" on the number die, then your turn is over.

3. If you are answering a question from a specific category, have the player to your left ask the question.

- If you answered the question correctly, place the card in front of you and continue with your turn as described below.
- If your answer was incorrect, place the card on the bottom of the pile it came from. Your turn is over.

For example: On her turn, Laura rolls a "Raven" on the Category die, and a "2" on the Number die. She answers her first question correctly. Because she rolled a 2 on the Number die, she may try to answer another question. She'll re-roll the Category die to see which topic to answer from next.

If Laura had rolled a "3" on the Number die, she would have been able to try and answer a third question (if she had answered the first two questions correctly.) If she had rolled a "1" on the Number die she would not have been able to answer any more questions.

4. Once you have answered TWO questions correctly in one category (which means you have collected TWO cards for that category), you may move your gem ahead one space. Your turn is now over. Place your cards off to the side and form a discard pile.

Note: There are no right or wrong answers in the *Psychic Eye* category. However, your opponents will vote if your answer was creative enough to keep the card. If they vote "No" then place that card on the bottom of the deck it came from. If they vote "Yes" you get to keep the card!

THE CARDS

There are four different categories of cards described below.



- *That's So Raven* — Multiple choice questions about the TV show and its characters.



- *Psychic Eye* — Short answer questions about what you would do in the future. There are no right or wrong answers in this category — so have fun with it!



- *Is that for Real?* — True or false questions about the TV show and its characters.



- *Who Said What?* — See if you can remember which *That's So Raven* character said what!

HOW TO WIN

The first player to move a gem to the final space on their game path is the winner. Congrats, you are rockin'!

We will be happy to hear your questions or comments about this game. US consumers please 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. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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