

# EAST HIGH FOREVER™ game

Disney

## INSTRUCTIONS

**AGES 8+**  
**2-4 PLAYERS**

**GO TEAM WILDCATS!** Get your game on and tell your friends to bring their best moves. It's senior year at East High—so choose your fave Wildcat and get to graduation day!

### OBJECT

The object of the game is to be the player with the most points (graduation caps) when the timeline marker reaches the finish space. Each player collects points by helping other Wildcats get through their senior year at East High!

### CONTENTS

- Gameboard • 6 Pawns and pawn stands
- 156 Graduation cap markers
- 32 Event cards • 30 Sharpay cards
- 30 Gabriella cards • 30 Taylor cards
- 30 Troy cards • 30 Chad cards
- 30 Ryan cards

**HIGH SCHOOL MUSICAL 3**  
SENIOR YEAR





## ASSEMBLY & SETUP

- Remove the Sharpay, Gabriella, Taylor, Troy, Chad and Ryan character pawns from the cardboard sheet and assemble them into the plastic pawn bases. Recycle any waste.
- Remove all of the graduation cap markers from the parts sheet and recycle any waste. Place all of the caps off to the side. You'll need these to keep score.
- Separate and shuffle the playing cards into 7 decks according to the card backs – Event Cards, Sharpay Personal Cards, Gabriella Personal Cards, Taylor Personal Cards, Troy Personal Cards, Chad Personal Cards and Ryan Personal Cards.
- All players choose a character pawn and take the Personal Card deck that matches their character pawn. Place the unused Personal Card decks in the box and place the Event Card deck within easy reach of all players.
- Open up the gameboard and place it within easy reach of all players.
- Place all of the character pawns in the center space of the Gym area on the gameboard (even if it was not one of the character pawns chosen to play).
- Place a graduation cap marker on the Start space of the timeline. This will be the Timeline Marker.



## BEFORE YOU BEGIN...

- Each player picks 3 Personal Cards from the top of his or her character's Personal Card deck. Take a look at your cards, but don't let the other players see them.
- The oldest player goes first. Play then passes to the left.

## ON YOUR TURN...

At the beginning of each turn, do the following steps, in order. Each step is explained further below.


1. Draw and play an Event Card.
2. Play any number of Personal Cards.
3. Draw 1 Personal Card.



## DRAW AND PLAY AN EVENT CARD

- Each Event Card will give you something that has happened at school and a number of spaces to move. Follow the event instructions first, then move your pawn.
- You may move in any direction, but you must move your pawn the full number of spaces without using the same space more than once. You may share a space with other players. When you end your move on a space that has an icon, follow the instructions under GAMEBOARD SPACES.
- If instructed to Go to an area of the school, Class, Gym, Dance, or Theater, move your pawn to the center space of that area. Then move the number of spaces indicated. Your movement starts from the space marked with the arrow.
- After following the card instructions, place the card in a discard pile. If you run out of event cards, reshuffle the discard pile.

## PLAYING PERSONAL CARDS

- After you play the Event Card and move, you may play any Personal Cards you are holding. You do not have to play any Personal Cards.
  - Play the Personal Cards one at a time, and follow the instructions on the card.
  - If a card says you need to be in an area with another character, your pawn and the pawn of the other character must be somewhere in the given location. They do not have to be on the same space.
- Example:** You play a card that says "Chad helps you practice your lines. If you are in the Theater with Chad collect 3 ." If your pawn and the Chad pawn are on any space in the Theater area you can play this card and receive 3 Graduation Cap Markers.
- You may also discard any Personal Cards you don't want.



## DRAW A PERSONAL CARD

- To end your turn, When you're done playing Personal Cards, draw 1 new Personal Card to end your turn.
- You may never have more than 6 Personal Cards in your hand at any time. If you're directed to pick up a Personal Card and you already have 6, do not take another one.

## KEEPING SCORE

Use the Graduation Cap Markers to keep score during the game. Each marker equals one point. Which Wildcat will earn the most points – Sharpay, Troy, Gabriella, Chad, Ryan or Taylor? It's all in how you play the game!



## GAMEBOARD SPACES

“Clock Icon” Space – If you land on a clock icon, advance the timeline one space.





“Clock Icon With Arrows” Space – If you land on a clock icon with arrows, move the timeline forward or backward one space (see THE TIMELINE, page 5).



“Collect 1 ” Space– If you land on a “Collect 1 ” space, you earn one Graduation Cap Marker (one point). Sometimes your points will be doubled, see DOUBLE BONUS! Page 5.



“Take 1 ” Space – If you land on a “Take 1 ” space, take 1 Graduation Cap Marker (one point) from any player.







## THE TIMELINE

The timeline keeps track of major events during your senior year at East High. Certain event cards or board game spaces will instruct you to move the timeline marker.

**Double Bonus!** If the Timeline Marker is on a space with an icon that matches a certain area of the gameboard, all players that earn points in that area get to double their points until the Timeline Marker moves. You do not double your points when you are instructed to take points from other players.



*"Sharpay is in the Gym with Troy!"*

**You get double points since the Timeline Marker is on the Gym space!**

## WINNING

The game ends immediately when the Graduation Cap Marker reaches the Finish space. Did you survive your senior year and earn the most graduation points? **You win!** Stand up and high five your teammates. Go Wildcats!

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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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