



Instructions

2 or More Players

TRUTH or Dare

## Here's What You Get

Game Tray, Spinner Knob, 2 (two-sided) Stunt Discs, Top & Bottom Board, 96 *Girl Talk Girl* Cards, Zit® Sticker Sheet and these Excellent Instructions.

## You Might Want to Have These Things Handy...

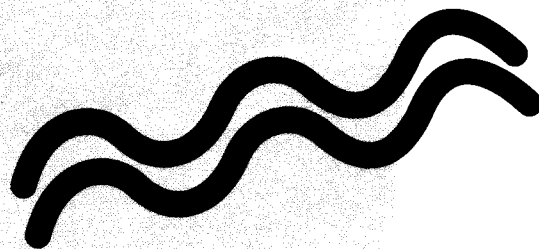
Radio, Hairbrush, Makeup, Book, Telephone. (Before you grab the phone, ask your Mom if it's OK. No ask, no use.)

# HOW TO WIN AND WHAT YOU GET

You know how people say that everyone is a winner? Well, that's not true in this game! There is only ONE winner, and when you win, you win BIG.

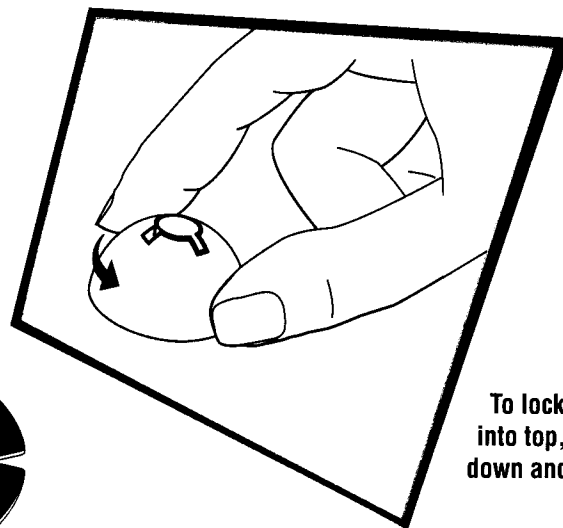
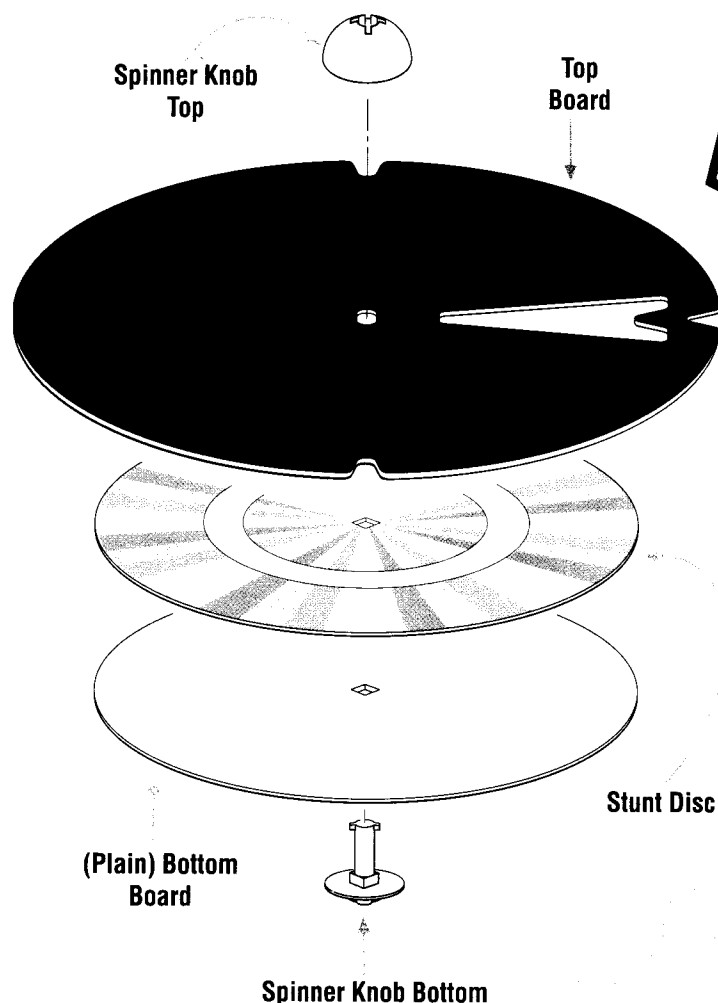
With each spin of the ultra-cool spinner, you have the grand opportunity of landing on a stunt space. (Don't worry — we'll get to the other spaces later.) Each stunt is assigned a point value. If you accept the challenge and perform the stunt correctly, you win that number of points. The first player to win 25 points is the official big time winner of Girl Talk! Now, you don't win a car or a college scholarship, or even a set of steak knives, but what you do win is even better — INFORMATION.

Throughout the game, all players will be landing on and collecting *Girl Talk Girl* cards. These little gems say things like, "Bubbly Personality," "Loves to Gossip," or even "Wiggles When She Walks." Players give these cards, *facedown*, to the players they think match the cards. Here's the catch — the only person allowed to turn her cards over at the end of the game is the WINNER. Wouldn't it be cool to find out that someone thought you were super-intelligent?



# Boring Stuff Before You Start

- Put the stunt disc, spinner knob, and top and bottom boards together as shown. Use one disc for now. Later, after you've played lots of games, you can add the second disc, and it'll be like a whole new game.



To lock, push bottom into top, then push top down and turn.

- Press out the *Girl Talk Girl* cards and discard the waste. Divide the cards into four equal piles, and place them *facedown* in the corners of the gameboard. **DON'T READ THEM NOW.** Trust me. You'll want to save them for the end of the game.
- Take the Zit Sticker sheet and have it handy.
- Grab a piece of paper and a pencil and give them to someone who can count. She will be the Point Princess.
- Choose one player to go first. Don't fight about it. Just pick!





Spin the spinner knob. When the spinner stops, you will land on one of three things:

- A crazy stunt or a deep (for sure!) question.
- A “Make Up Your Own Question or Stunt” space. (This could be a little off-the-wall. But fun!)
- A “Take a *Girl Talk Girl* Card From Each Corner” space. (Pretty self-explanatory, don’t you think?)

1. If you spin a stunt or question space, you must either perform the stunt, or answer the potentially embarrassing question.

There are time limits for some stunts. Stick to ‘em. If you ace the stunt or question, you win the number of points listed on the space. Make sure the Point Princess is tallying points correctly.

If you can’t do the stunt, or if you do it so poorly that your fellow players think you blew it, well then, you blew it. No points for you.

Now, if you’re on the timid side, and you don’t think this stunt is for you, or if you’d be mortified by answering the question, fine...be that way. But now you’ve gotta take a BIG, BLAZING RED ZIT STICKER. Put it ON YOUR FACE FOR THE REST OF THE GAME. ●

IMPORTANT: Some of these stunts and questions are pretty wild and wacky. If you run into one that doesn’t seem like it’s your thing, or if you might be uncomfortable going through with it, no sweat — skip it. (You won’t be the only one with a Zit Sticker!) ● ●



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2. If your space says “Make Up Your Own Question or Stunt,” then you might be in trouble. This means that all of the other players have a short, secret pow-wow to make up a question for you to answer or stunt for you to perform. Be quick about it, girls — no one likes to wait all day. She’s your friend, right? So keep it safe! If you answer or perform the stunt, great, you get the points. If you don’t, look for a Zit Sticker to land on your face in the immediate future.

3. When you spin the “Take a *Girl Talk Girl* card” space, you take one card from each corner of the board. Read the cards to yourself, then decide who among your fellow players best fits the cards you’ve drawn. Making sure that NO ONE can see, place the cards *facedown* next to the player(s) you think best fits the cards. You may think that one player should get them all. Maybe they should be spread out among all the players. You may even keep the ones that you think describe you. It doesn’t matter, it’s your call. Just remember, no peeking until the end of the game.



If the Point Princess is doing her job, she will know when a player has won 25 points. That player is the official winner of *Girl Talk*. In addition to being able to gloat over being “The Best” at *Girl Talk* for this particular game, she is the ONLY player allowed to read her own *Girl Talk Girl* cards. (The other players should immediately put their cards, *facedown*, back into the piles on the gameboard. NO PEEKING!)

You may expect to hear reactions like, “Wow, someone thinks I have great hair?” or “Hey, I can’t believe someone thinks I’m a flirt!” from the winner. The neat thing is, even the winner won’t know who the *Girl Talk Girl* cards came from...cool!

Now you can be sure that everyone will want to play again. Especially the players who didn’t win. So, shuffle all of the *Girl Talk Girl* cards, separate them into four equal piles, and place them in the corners of the board. After you’ve played four games or so, flip the stunt disc, or use the other disc to get some new stunts in the game.

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