

Sabado Gigante™

**3 to 6 Players
or Play in Teams**

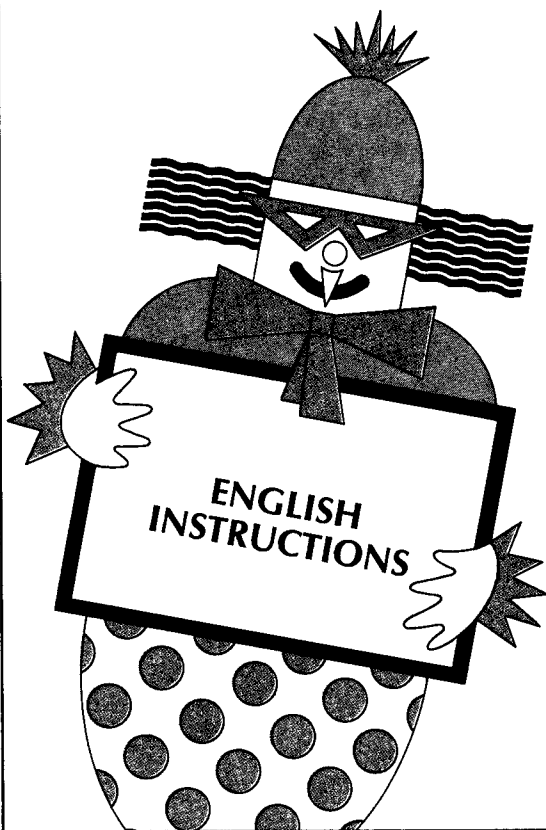
CONTENTS:

6 card decks (54 cards per deck),
card tray, 7 pawn stands, stage, die, bag,
crayon, label sheet

Cardboard sheet: 2 double-sided
gameboards, 7 pawns, 11 puzzle pieces,
stage backdrop

OBJECT:

Collect the most money, then try to com-
plete the car puzzle first to win.



ASSEMBLY:

The Stage

The stage is packed upside-down inside the box. Turn it over, then punch out and discard its slots.

Separate the stage backdrop from the cardboard sheet. Fold and insert it into the stage as shown in Figure 1.

The Card Tray & Gameboard

Remove card decks from tray. Peel off each label from the label sheet and apply to tray as shown in Figure 2. Separate the numbered gameboard from the cardboard sheet and place it on top of the tray.

The Pawns & Other Pieces

Separate the pawns, the puzzle pieces and the other gameboard from the cardboard sheet.

Insert pawns into stands as shown in Figure 3.

Place all puzzle pieces into the puzzle bag. Then put the die, crayon, puzzle bag and other gameboard within easy reach of all players.

Figure 1.

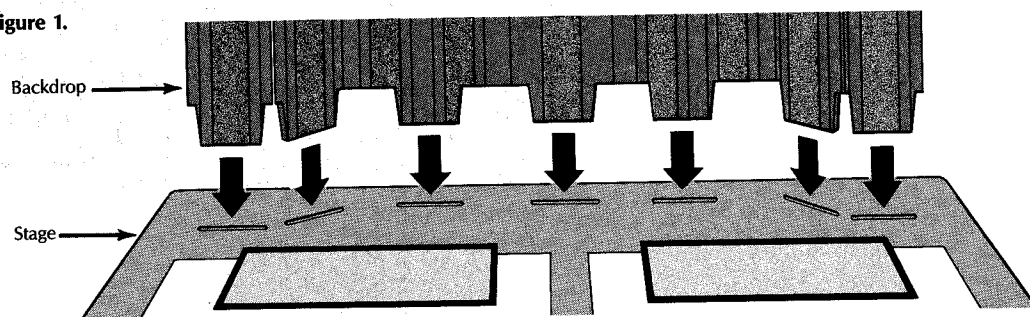
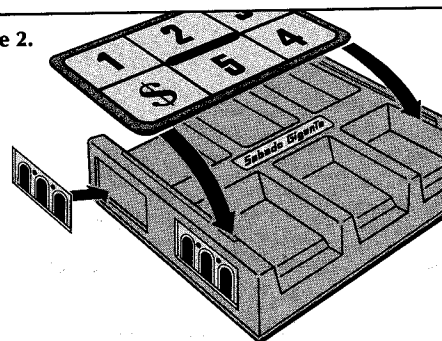
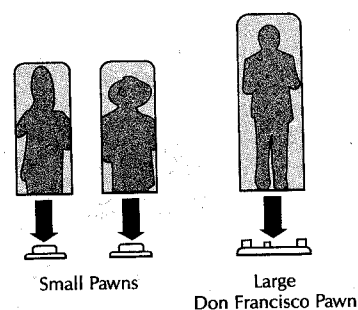


Figure 2.



Label tray and place gameboard on top of it.

Figure 3.



SETUP:

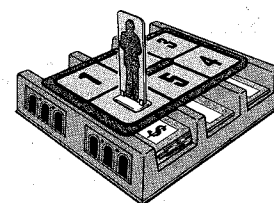
1. Give each player one small pawn. Then place the large Don Francisco pawn on the \$ space on the numbered gameboard as shown in Figure 4.

2. Shuffle each of the 6 card decks separately. Put the entire \$ deck into its matching \$ bin as shown in Figure 4. Then remove 3 cards from each of the other 5 card decks and place them in their matching bins as shown.

*For example, the 3 blue **Hidden Letters** cards would be placed in the bin underneath the blue #1 on the numbered*

*gameboard; the 3 purple **How Many Players?** cards under the purple #2; etc.*

Figure 4.



Card backs are color-coded to match gameboard!

Place the remaining cards out of play in the game box.

HOW TO PLAY: The youngest player goes first.

On Your Turn:

Roll the die and move the large Don Francisco pawn clockwise around the gameboard the number rolled on the die. **When you move this pawn, you become the Host of SABADO GIGANTE!**

You will land on either the \$ Space or a Number Space. There are five Number Spaces. Each Number Space has a matching card deck which is a different game to play!

Game #1 is **Hidden Letters**.

Game #2 is **How Many Players?**

Game #3 is **Guess The Sound!**

Game #4 is **True Or False?**

Game #5 is **Let's Go Shopping!**

○ If the pawn lands on the \$ Space, draw one \$ card from the \$ bin and put it faceup in front of you. This ends your turn.

○ If the pawn lands on a Number Space, draw one card from its matching bin and

play that game as described in the rules below. After playing that card's game, place the card faceup out of play next to you. This ends your turn.

○ If the pawn lands on a Number Space without any cards in its bin, move the pawn ahead clockwise to the next Number Space with at least one card in its bin. Draw that card and play that game according to the rules below. After playing, place the card faceup out of play next to you. This ends your turn.

When your turn has ended, pass the die to the player on your left. That player then rolls the die, moves the large Don Francisco pawn as described above, and becomes the Host!

Players continue playing in turn as described until either the \$ card bin is empty OR all five of the other card bins are empty. Then it's time to try and win the Grand Prize! See **Ending the Game** for further details.

RULES FOR THE 5 GAMES:

GAME #1 HIDDEN LETTERS

Object:

Players try to discover the Secret Name of the person, place or thing hidden on the board by asking the Host Yes/No questions and guessing letters.

Game Play:

1. If you just moved the large pawn onto the #1 space, you're the Host! Take the **Hidden Letters** gameboard (it's on the back of the **Let's Go Shopping!** gameboard). Then draw a **Hidden Letters** card, keeping it secret from the other players. Each card has a Category Clue and a Secret Name in a letter grid. See Figure 5. Then do the following:

○ With the crayon, color in all spaces on the gameboard grid which are shaded in on the card grid. See Figure 5a.

○ Tell everyone the card's Category Clue. It could be Musician, Sports Figure, Vacation Place, Food, etc. Then it's time for the other players (all Guessers) to ask you questions and start guessing letters!

Figure 5.
The Card:

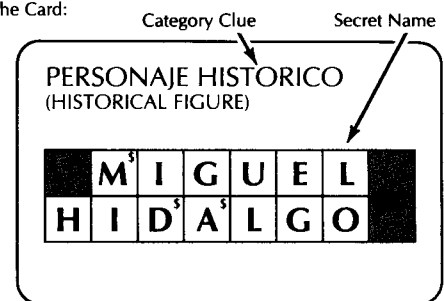
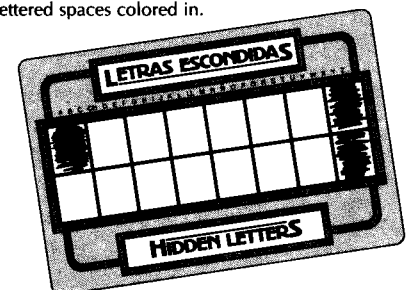


Figure 5a.
The Miguel Hidalgo gameboard grid looks like this with the non-lettered spaces colored in.



2. The Guesser to your left starts play by doing the following:

○ **Asks a Question:** The Guesser first asks a question about the Secret Name which you can answer with a "Yes" or a "No." (If you do not know the answer, ask the Guesser for another question!)

In Figure 5, for example, the Category Clue is Historical Figure so a Guesser might ask, "Is this person a man?" The Host would answer "Yes."

○ **Calls Out a Letter:** Whether the answer is Yes or No, the Guesser next calls out a letter. If the letter is in the name, you must write it on the gameboard in as many grid spaces as it appears. If it is not, you must say it is not in the name. A Guesser gets only one chance to call out a letter per turn! **HINT TO HOST:** Cross out the guessed letters in the alphabet list on the gameboard so they are not guessed again.

3. At any time during his or her turn, the Guesser can try to guess the Secret Name—but only one guess per turn is allowed! There is no penalty for an incorrect guess.

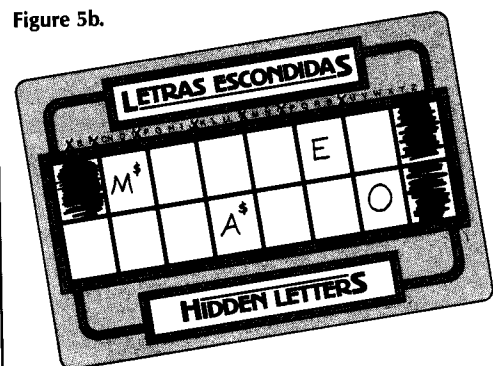
4. Play continues clockwise with each Guesser asking a Yes/No question and call-

ing out a letter until the Secret Name is correctly guessed or totally revealed.

5. **Guessing the Secret Name:** The player who correctly guesses the Secret Name wins a \$ card from the bin.

As the Host, you also win a \$ card from the bin for any letter called out that has a \$ sign in the card grid. **Such letters should be marked with a \$ sign on the gameboard when guessed.** If you're lucky, you could collect up to three \$ cards! See Figure 5b.

Figure 5b.



So far, the Host has collected 2 \$ cards because the A and the M have been guessed!

NOTE: Before rolling the die for the next game, use a tissue to wipe off the gameboard.

GAME #

2

HOW MANY PLAYERS?

Object: Test your intuition! All players guess how many players around the table will answer that a question is true for themselves!

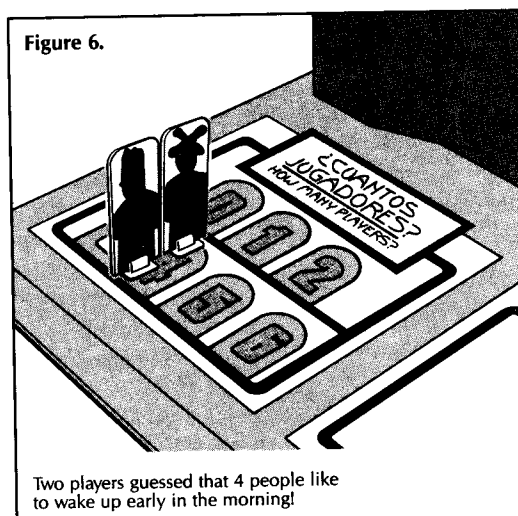
Game Play:

1. If you just moved the large pawn onto the #2 space, you're the Host! Draw a **How Many Players?** card and read it aloud to the other players.

For example, the card could read, "How many players like to wake up early in the morning?"

2. The player to your left begins play by guessing how many players around the table (including himself or herself) will answer that the question is true for themselves. That player then puts his or her pawn on the space that indicates the guessed number of players (0, 1, 2, 3, 4, 5 or 6). The **How Many Players?** gameboard is located on the stage. See Figure 6.

Figure 6.



Two players guessed that 4 people like to wake up early in the morning!

3. Play continues clockwise with each player guessing and putting a pawn on the stage. As the Host, you are the last player to put a pawn on the stage. More than one pawn can occupy the same number.

4. Revealing the Truth: On the count of three, each player who can honestly say that the question is true for himself or herself must stand up! Everyone who guessed the correct number of players wins a \$ card from the bin!

For example, if you put your pawn on number 4 and four players stood up because they really do like to wake up early in the morning, you win a \$ card!

NOTE: Before rolling the die for the next game, remove all player pawns from the stage.

GAME # 3 GUESS THE SOUND!

Object:

Players guess what sound the Host is making! It could be the sound of an animal, a machine or just about anything!

Game Play:

1. If you just moved the large pawn onto the #3 space, you're the Host! Draw a **Guess The Sound!** card and read it *secretly*. Then make the sound of the animal or object listed on the card! No words are allowed but you may use gestures and make faces to help you create the sound!

For example, if the card says CAT, you might make the sound of a cat hissing, purring or meowing—or all three!

2. As you make the sound, all players (at the same time) guess answers by shouting out what they think the sound is!

3. **Guessing the Sound:** The first player who guesses correctly wins a \$ card! As the Host, you also win a \$ card if the sound is guessed correctly! If no one guesses the sound, no one wins anything.

GAME # 4 TRUE OR FALSE?

Object:

Players guess whether the Host is giving a true answer or bluffing when the Host reads aloud a fact from a card.

Game Play:

1. If you just moved the large pawn onto the #4 space, you're the Host! Do the following:

○ Draw a **True Or False?** card and read the sentence *aloud*, including the 3 answer selections.

For example, the Host would read the card in Figure 7 as follows: "Spain's national airline is: Avianca, Alitalia, or Iberia."

○ Then announce one of the 3 answers as the true one. Bluff with an incorrect answer or tell the truth with the correct answer! The correct answer is shown in bold type on the card.

For example, after reading aloud the card in Figure 7, the Host could bluff by saying: "I believe that Spain's national airline is Alitalia."

2. The player to your left begins play by judging whether your announced answer is true or false. That player then puts his or her pawn on either the True space or the False space located on the stage. Play continues clockwise with each player making a judgment and putting a pawn on the **True or False?** gameboard located on the stage. See Figure 7a on the next page.

3. **Revealing the Truth:** After each player guesses and puts a pawn on the stage, you must announce which answer is true! Any player who guessed correctly that you were either telling the truth or bluffing wins a

Figure 7.
The Card:

La línea aérea nacional española es:
Avianca®, Alitalia® o **Iberia**.

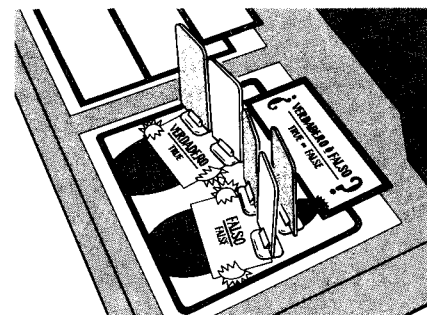
Spain's national airline is:
Avianca®, Alitalia® or **Iberia**.

\$ card! As the Host, you also win a \$ card for each player you fooled!

In the example above, the Host was bluffing and the true answer is Iberia. Three players felt that the Host's answer was false so they put their pawns on the False space. They each win a \$ card! But the Host fooled two players because they thought the answer was true! The Host wins two \$ cards!

NOTE: Before rolling the die for the next game, remove all player pawns from the stage.

Figure 7a.



Two players believe the Host is telling the truth and 3 players believe the Host is bluffing!

GAME # 5

LET'S GO SHOPPING!

Object:

All players guess the actual price of the item described on the card!

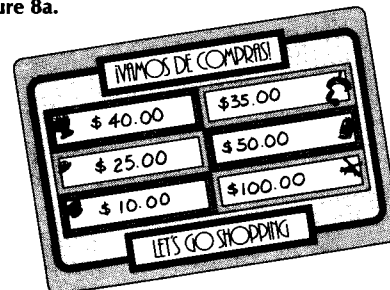
Game Play:

1. If you just moved the large pawn onto the #5 space, you're the Host! Draw a **Let's Go Shopping!** card and place it faceup on the table. **Do not look at the price on the card's reverse side!** See Figure 8. Then read *aloud* the item's description to the other players.

2. The player to your left begins play by taking the **Let's Go Shopping!** gameboard (it's on the back of the **Hidden Letters** gameboard). That player then guesses a price for the item and writes it in his or her box on the gameboard. (Each gameboard box matches a player's color pawn.) See Figure 8a.

3. Play continues clockwise with each player writing a price on the gameboard. As the Host, you are the last player to write a price. **IMPORTANT:** Players cannot guess the same price!

Figure 8a.



Write your guess in your box with the crayon!

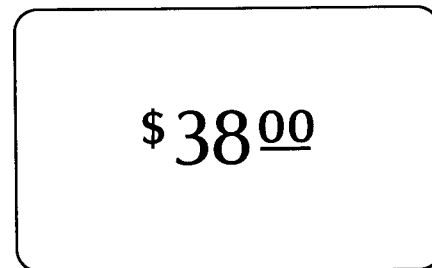
4. **Revealing the Price:** After everyone has written a price, flip over the card to reveal the actual price. The player who guessed the closest to the actual price, *without going over the price*, wins a \$ card! See Figure 8b. **IMPORTANT:** If everyone's guess is over the actual price, then the lowest price wins.

NOTE: Before rolling the die for the next game, use a tissue to wipe off the gameboard.

Figure 8.
The Card:



Figure 8b.
The Card Flipped Over:



The actual price is \$38! The player who guessed \$35 wins!

ENDING THE GAME:

When the \$ card bin is empty or all five of the other card bins are empty, all players must total their \$ card amounts. The player

with the highest amount will be the first Challenger to try and win The Grand Prize...and the game!

THE GRAND PRIZE!

Object:

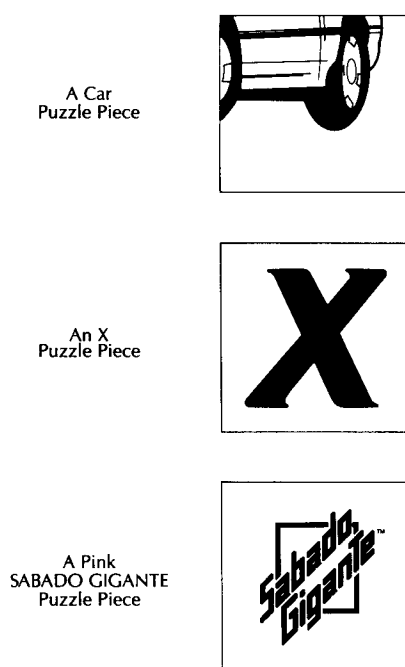
One player at a time tries to complete the car puzzle by matching the selected car puzzle pieces to **The Grand Prize!** gameboard picture.

Game Play:

1. Order of Challengers: The player with the highest amount of money goes first, the next highest second, etc. The first player flips over the numbered gameboard so **The Grand Prize!** car gameboard is faceup.

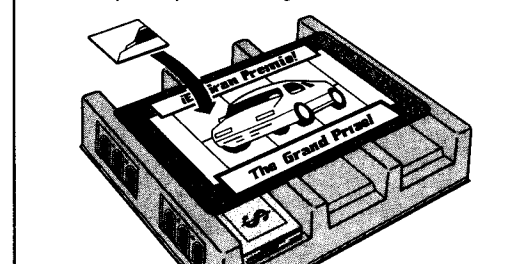
2. On Your Turn: Shake up the puzzle pieces in the puzzle bag. Then, *without looking*, pull out one puzzle piece at a time from the bag and try to complete the car puzzle! There are 3 types of puzzle pieces. See Figure 9.

Figure 9.



○ If you pull out a car puzzle piece, place it faceup on the gameboard picture. Continue pulling out puzzle pieces, one at a time—trying to complete the car! See Figure 9a.

Figure 9a.
Match car puzzle pieces to the gameboard!



○ If you pull out an X puzzle piece, place it faceup in front of you. Continue pulling out puzzle pieces, one at a time—matching car puzzle pieces to the gameboard.

If you get three Xs in front of you, your turn is over! Put ALL puzzle pieces back inside the bag and hand it to the next Challenger.

○ If you pull out a pink SABADO GIGANTE puzzle piece, use it to cancel out any drawn X puzzle piece! Either save it faceup for when you do pick an X piece or use it now!

To use it, just put the X back into the bag and put the pink SABADO GIGANTE puzzle piece out of play inside the game box. Then continue pulling out puzzle pieces, one at a time—trying to complete the car! Each pink SABADO GIGANTE puzzle piece may only be used once!

3. If each Challenger fails to put the car puzzle together, play continues in the same order with each player trying again, until one player puts together the car puzzle.

WINNING THE GAME:

If you complete the car puzzle without getting three Xs in front of you, you've won the Grand Prize and the game!

NOTE: To play again, be sure to use new cards from the decks.

TO PLAY IN TEAMS:

If there are more than 6 players, divide into teams as evenly as possible. Each team must have its own pawn.

Play as described in the rules above with team members consulting each other before Secret Names and Prices are guessed or Facts are judged as True or False.

For the Sound Effects game, while one player on the team makes the sound, the

other team members remain silent. All players on the other teams can guess.

For the **How Many Players?** game, each team must agree upon one answer (based on the number of people playing, *not* on the number of teams). A member of each team then writes down the team's answer on a separate sheet of paper. Players stand up to be counted and winners are awarded.
