

CONTENTS

**2 TO 4
PLAYERS**

**Gameboard
36 Card Deck
4 Playing Pieces
4 Plastic Stands
4 Scoreboards
23 Item Cards
1 Die**

**FRANCINE
PASCAL'S**



GAME INSTRUCTIONS

OBJECT

**Find your boyfriend and every item you
need on your scoreboard for a perfect date.**

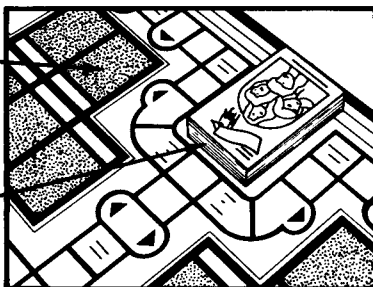
SET-UP

1. Carefully punch out the 4 playing pieces, the item cards and the scoreboards from the card-board sheets.
2. Insert each playing piece into a plastic stand.
3. Turn all the item cards **facedown** (picture-side down) and mix them up.
4. Place one item card **facedown** on each class-room space on the gameboard except for the Detention Room.
5. Shuffle the deck of large cards and place them in a pile on the gameboard over the Sweet Valley High name, as shown below. When you play the cards, form your discard pile in the other name space.

Card Placement

AN
ITEM
CARD

DRAWPILE



6. Each player rolls the die. Player with the highest number chooses one of the characters to play and takes that character's matching playing piece and scoreboard. Player with the next highest number chooses one of the remaining characters, and so on until each player has a playing piece and a matching scoreboard.

NOTE: Your scoreboard shows your boyfriend, the date you are going on, and all the items you need to collect.

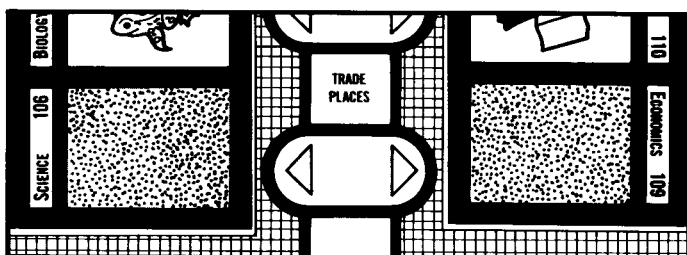
7. Place your playing piece on the gameboard corner Home Space that pictures your character. All players do the same.

GAME PLAY

The player who is Jessica goes first. Play continues to the left.

On Your Turn: Roll the die and move your playing piece along the path the number of spaces showing on the die. The path spaces are the spaces outside the classrooms. Each of these spaces (including the Home Spaces) counts as one on your die roll.

Arrow Spaces: If you land by exact count on a space with an arrow pointing to a classroom, *turn over the item card in the classroom for all players to see*. If the space has two arrows, choose one classroom or the other to look at. See below.

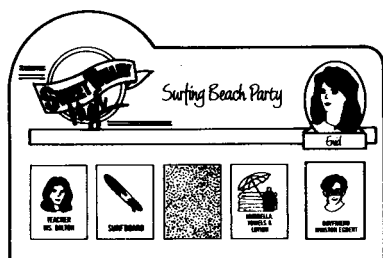


If you land on this space with two arrows, you can look at the card in Science or the card in Economics.

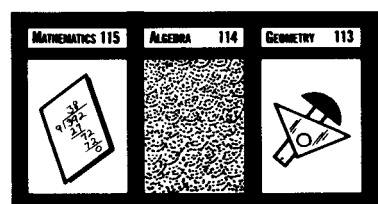
Other special spaces on the board are discussed in detail on page 5.

Item Cards

When you turn over an item card, one of several things may happen depending on which card you turn over.

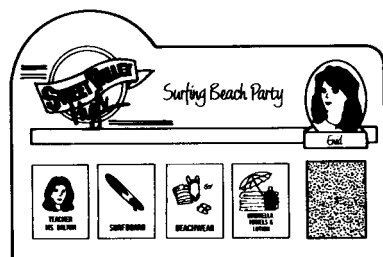


1. If the item card is one that you must collect, take it and place it **facedown** on its space on your scoreboard. Your turn is over.



2. If the item card is one that must be collected by another player, return it **facedown** to its classroom space. Your turn is over. The player who must collect that item should try to remember its location.

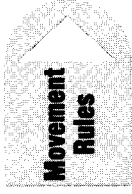
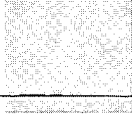
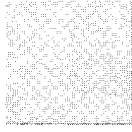
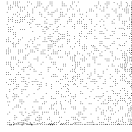
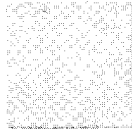
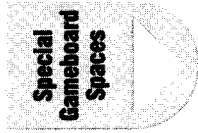
3. If the item card is a **Go To Detention Room** card, immediately move your playing piece into the Detention Room and return the item card **facedown** to its present space on the gameboard. Your turn is over and you lose your next turn.



4. If the item card is a boyfriend (even if it is not **your** boyfriend), take it and place it **facedown** on the boyfriend space on your scoreboard, if it's empty. Your turn is over. **NOTE:** You can never have more than one boyfriend on your scoreboard. If you turn over a boyfriend but already have a

boyfriend on your scoreboard, you may exchange them if you wish.

Empty Rooms: If there is no longer an item card in the classroom, your turn is over.



If you land by exact count on one of the special spaces, do the following:
Trade Places Space: Landing on this space means you must trade places with any other player. After you trade places and follow the directions on the new space, your turn is over.

Change Boyfriends Space: Landing on this space means you must trade boyfriends (even if you don't want to) with any other player. **NOTE:** If you don't have a boyfriend, you can steal one from any player who has one and keep it. If no boyfriends have been found, your turn is over.

Play A Card / Home Space: Landing on this space means you must play a card. Draw one from the large card deck, read it aloud and follow the directions on it. After you play the card, place it in the discard pile and your turn is over. Each card refers to a different character and tells a short story about her. *The player whose character is mentioned on the card is the player who performs one of these card actions.*

- **Roll Die And Take A Bonus Turn:** The player mentioned can immediately take another turn.
- **Move To Any Space On The Board:** This card directs the player mentioned to immediately move to any path space on the board and follow the directions on that space.
- **Peek/Take From Any Space On The Board:** This card entitles the player mentioned to remove any item card from the gameboard, secretly look at it and collect it if it is one of her scorecard items or a boyfriend. If it can't be collected, she returns it **facedown** to its gameboard space without showing it to anyone.
- **Put Back One Item (Not A Boyfriend):** This card directs the player mentioned to return one of the item cards already on her scoreboard to any empty classroom (except the Detention Room). If she has no items on her scoreboard, no action is taken.
- **Return Boyfriend To Empty Room On The Board:** This card directs the boyfriend mentioned (if he has been found and is on someone's scoreboard) to be returned to a classroom space. The other players (not the player who must collect him) decide which classroom to place him in.

- You can move in any direction on the gamepath on your turn.
- You can't reverse direction and land on the same space twice during the same turn.
- You can pass any playing piece on the path.
- **Landing On Another Playing Piece:** Two playing pieces cannot occupy the same space unless it is the Detention Room or a Home Space. If you land by exact count on another playing piece, return the landed-on playing piece to its Home Space.

Once you have collected every item on your scoreboard (your correct boyfriend, too), move, on your turn, toward your Home Space. First player to get to her Home Space with a completed scoreboard wins the game. You do not have to land there by exact count.

Special Rules For 2 and 3 Player Games: Follow game set-up and rules as explained above with the following exceptions:

Any item cards or boyfriends that belong to characters not used in the game are **NOT** collected from the gameboard. When they are turned over during play, they remain **faceup** in the classroom space where they were found.

When you play a large card, ignore all cards concerning characters not in the game. Continue to draw cards until you find one concerning the characters playing.