

THE BABY-SITTERS CLUB®

MYSTERY Game

2 to 4 Players

Object:

Be the first to solve the mystery and complete 4 baby-sitting jobs.

Contents:

Map gameboard*, Mystery Case card, 4 Wheel holders, 8 Wheels,
16 Money cards, 16 Baby-sitting chips, Yes/No disc, 2 Dice, 4 Plastic buttons,
4 Plastic pawns, 4 Special wipe-off crayons, Label sheet.

**Kristy's neighborhood is actually several miles south.*

*For gameplay, we've located her house in the
lower left corner of the gameboard.*

Assembly

1. Apply labels to each die. Each die should have the numbers 2 to 6 and a BSC label. ("BSC" stands for Baby-sitters Club.)

2. Carefully punch out all cardboard pieces. Punch out and discard any cardboard waste in the wheels and wheel holders.

3. **Assemble the 4 Mystery Wheels:** You'll need 4 wheel holders, 8 wheels and 4 plastic buttons. Take 2 matching color wheels and place the small one color-side up on top of the large wheel's color side. Place both inside their matching color wheel holder, lining up the center holes. Then gently fold the wheel holder along its crease to cover both wheels. Both wheels must show color-side up through the cut-outs. See Figure 1A.

Note: The 4 wheel holders are identified by a color and a theme. Blue is WHO; pink is WHAT; green is WHY; and purple is WHERE.

Press a plastic button through the center holes of the assembled Mystery Wheel. See Figure 1B.

Do the same for all wheels and wheel holders to create 4 Mystery Wheels.

Setup

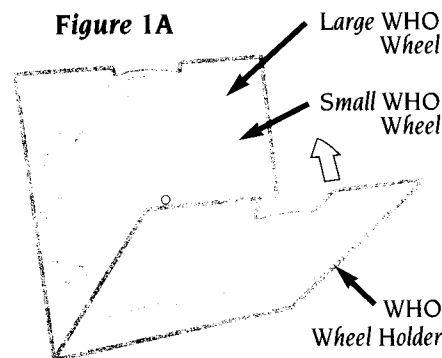
1. Put the Money cards faceup in a pile within easy reach of all players. Place the Yes/No disc and dice nearby.

2. Give each player 1 special wipe-off crayon. **Only wipe-off crayons can be used to write on the Mystery Case card and the Mystery Wheels.** (Just wipe the crayon marks off with a tissue after playing.) Depending upon the number of players, hand out the following pieces:

- **In a 2-Player game,** give each player 2 Mystery Wheels. Each player then takes 4 Baby-sitting chips and one pawn matching the color of ONE of her Mystery Wheels. Each player controls 2 wheels.
- **In a 3-Player game,** give each player 1 Mystery Wheel with 4 matching color Baby-sitting chips and pawn. The WHERE Mystery Wheel is not used. Place all extra components out of play.
- **In a 4-Player game,** give each player 1 Mystery Wheel with 4 matching color Baby-sitting chips and pawn.

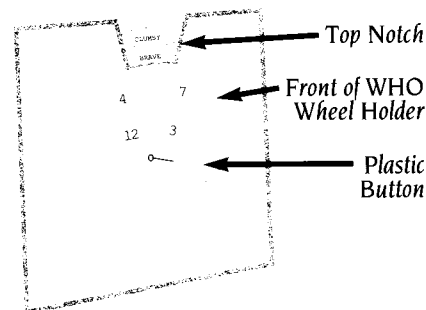
3. Now each player decides which one of the 7 Baby-sitters Club members she'd like to be in the game! Each player must choose a different club member. Circle your chosen club member's name on the back of your Mystery Wheel. See Figure 2.

4. Players then place their pawns on their club members' houses on the map gameboard as shown in Figure 2. The 7 club members have houses with white roofs so you can easily spot them.



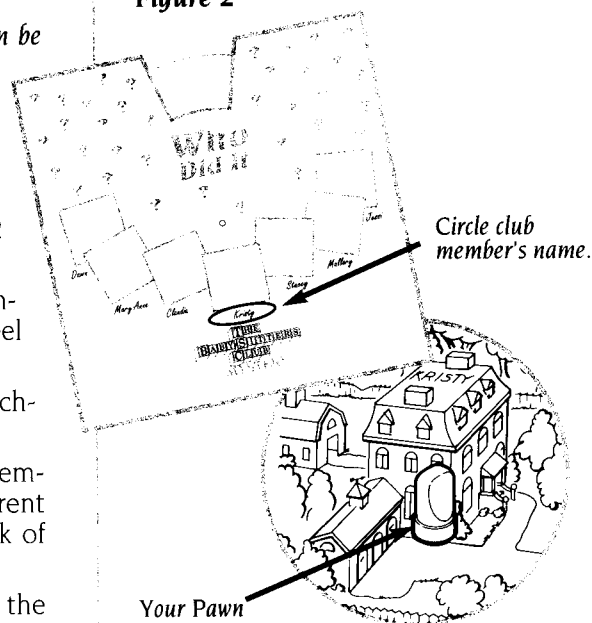
Place the 2 blue WHO wheels in the blue WHO wheel holder.

Figure 1B



Insert plastic button to hold wheels together.

Figure 2



You're Kristy! Place your pawn on her house!

Create the Mystery!

To Start Your Story: Outline the mystery story together as a group by picking the following Story Starters from the Mystery Case card and marking them on the card.

Pick Who Did It: Choose one person from the *Who Did It* column to be the mystery's main suspect. Write the choice in the box at the top of the column.

Pick What Was Involved: Choose one word from the *What Was Involved* column to be the main object in the mystery case and fill in the box.

Pick Why It Happened: Select one word from the *Why It Happened* column to give a motive for what happens in the mystery and fill in the box.

Pick Where It Happened: Select a location from the *Where It Happened* column and fill in the box. (In a 3-Player game, you would still pick a location although the *WHERE* Mystery wheel is not used.)

After choosing the Story Starters, decide as a group which one of the 7 club members will become the heroine of your mystery. (She could even be the club member you've chosen to be!) Write that club member's name at the top of the Mystery Case card. Then place the Mystery Case card where everyone can see it. For a completed Mystery Case card, see Figure 3.

Dial Your Secret Word Clues!

Now that you have outlined your mystery, it's time to fill in the story with more details. Players now *secretly* choose word clues on their Mystery Wheels to add to the story. Here's how to dial your clues:

1. Match Your Wheel's Theme to the Story Starters: Check to see if you have the *WHO*, *WHAT*, *WHY* or *WHERE* themed wheel. The chosen Story Starter that matches your wheel is the word you must further describe for the story! See Figure 4.

2. Secretly Dial 2 Word Clues: With the cut-out side of your Mystery Wheel facing you, turn the 2 color wheels in the holder's top notch to dial *secretly* 2 different words which describe your Story Starter. Circle your 2 words in the shaded column on your Mystery Wheel as shown in Figure 5. Then place your Mystery Wheel facedown so no one can see! All players do the same for their wheels.

Important: Your secret word clues must make sense with your Story Starter. During the game, players will try to uncover these secret clues by asking questions.

Figure 3

Your group chose boyfriend (WHO), phone call (WHAT), romance (WHY) and dance (WHERE) as the Story Starters — and Mary Anne as the heroine!

Story Starters

MARY ANNE'S MYSTERY CASE			
Who Did It Boyfriend	What Was Involved Phone Call	Why It Happened Romance	Where It Happened Dance

Figure 4

You control the *WHO* wheel. On the Mystery Case card, "boyfriend" is written in the *WHO* box. You must now describe the boyfriend!

MARY ANNE	
Who Did It Boyfriend	What Was I Phone

Figure 5

4 Numbers

You've chosen "new" and "weird" as your 2 word clues on your *WHO* wheel. So now the main suspect in your mystery is a new boyfriend who's weird, too! But only you know it!

NEW WEIRD			
Who Did It Weird	What Was Involved New	Why It Happened Weird	Where It Happened New

Find Your Baby-sitting Jobs!

The 4 numbers which appear in the cut-outs of your wheel tell you where on the map gameboard your baby-sitting jobs are located. The numbers in the cut-outs match the numbers on the map gameboard. See Figure 5 on the previous page.

Place one Baby-sitting chip (phone-side down) next to each matching number on the gameboard. See Figure 6. All players do the same. (Players may have the same numbers.) **Note:** If you have 2 chips at the same number, you must baby-sit twice at that location!

Playtime!

Choose one player to go first. Play then continues clockwise.

On Your Turn

On your turn, roll both dice. You could roll numbers or BSC(s) or a combination. See each roll below.

Number Rolls: Move the number of gameboard spaces shown on your dice roll. You *must* move your pawn, but you do NOT have to move the full count.

Gameboard spaces include blue dot path spaces, houses and phone booths. Count each as one space on your roll.

You may move in any direction on the path as long as you do not move onto the same space twice in one turn. Two or more players may share the same path space or house. Players *cannot* share the same phone booth.

When you roll numbers, try to do one of the following:

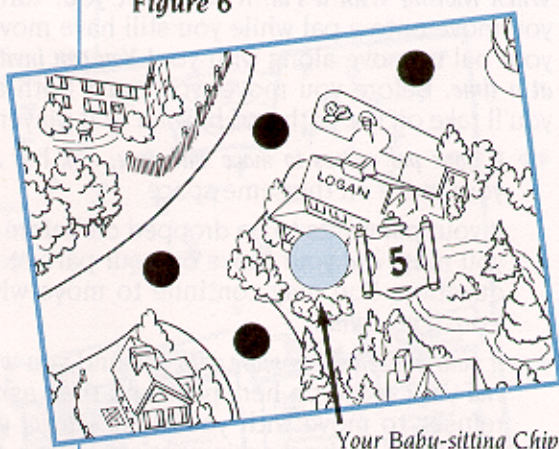
- Try to move onto a house which has one of your Baby-sitting chips. If you do, you'll complete a job and may be able to ask a question to uncover a clue!
- Or try to move onto a phone booth on the gameboard. If you do, you may be able to ask a question to uncover a clue!
- Or try to move onto another player's pawn to share the space. If you do, you can ask that player a question to uncover a clue!

Rolling BSCs: If you roll one or more BSCs, it's time for a Baby-sitters Club meeting! See below.

- If you roll 2 BSCs, you *must* call a Baby-sitters Club meeting! Immediately, ALL players must move their pawns to Claudia's house and return 1 Money card (if you have one) to the card deck for club dues. Then it's time for questions! See *Asking a Question at a BSC Meeting* on page 7.

- If you roll 1 BSC, you *may* call a Baby-sitters Club meeting if you have at least 1 Money card. Otherwise, you *must* move your pawn by the number rolled on the other die. (If you call a meeting, all players must go to Claudia's house.)

Figure 6



Your Baby-sitting Chip

Your wheel shows a 5 in the cut-out. Place a chip near #5 — Logan's house!



Number Roll



Rolling 2 BSCs



Rolling 1 BSC

Money Cards: Anytime you pay 1 Money card at a BSC meeting for dues, you get to ask a question. You can only pay 1 Money card per meeting. If you're at a meeting and you do NOT wish to ask a question, do not pay your dues.

Moving onto a House to Complete a Baby-sitting Job

You can only move onto a house which has one of your Baby-sitting chips. You do not have to enter there by exact count, but you **must** enter from the driveway. See Figure 7. Then do the following 2 steps:

1. **Completing the Job:** Once you're in a house, turn over the chip to show the telephone symbol and collect 1 Money card as payment. You now have completed a baby-sitting job!

Important: You can return to any house after completing a baby-sitting job there. You may want to do this to call another player. You **must** do this if you have a second baby-sitting job at the same house. Complete your first job, then move out and return on another turn to complete your second job.

2. **Asking a Question:** Once you're in a house, you can call **any other player who is also in a house** — even someone who is in the same house you're in! Call to ask that player a question about her secret word clues on her Mystery Wheel! (You **cannot** call any player who is in a phone booth!) See **How to Ask a Question** below.

How to Ask a Question

You can ask a question only if your pawn is at one of the following places:

- In a house with your matching Baby-sitting chip;
- or
- In a phone booth;
- or
- On the same space as another player;
- or
- At a BSC meeting (if you pay your dues).

The player whom you are questioning must be in a house or on the same space as your pawn. You **cannot** call any player who is in a phone booth or just on the path.

The Question: As the questioner, pick a word from the column on your Mystery Wheel that matches the theme of the other player's wheel. You can only ask a question which can be answered by a "Yes" or a "No." For an example, see at right.

Note: In a 2-Player game, you can ask the other player a question from either Mystery Wheel she has!

Money Card

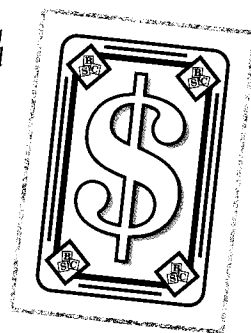
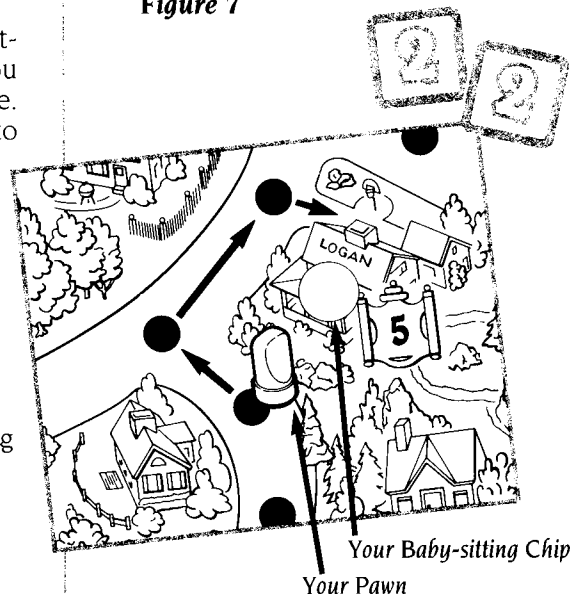


Figure 7



You rolled 4! Enter the house from the driveway!

How to Ask a Question

Let's say that you're the "Kristy" player and you're now in a house. The "Dawn" player is also in a house! Since Dawn has the WHERE Mystery Wheel, you'll need to uncover the 2 word clues she picked that describe the location of the mystery — the dance.

Using the WHERE column on your Mystery Wheel, you pick the clue, "noisy." You then ask, "Dawn, is the dance in this story a noisy dance?" Dawn will answer "Yes" or "No" depending upon her secret word choices.

Mark the Answer: When you get the answer, mark it in the matching column on your Mystery Wheel as follows.

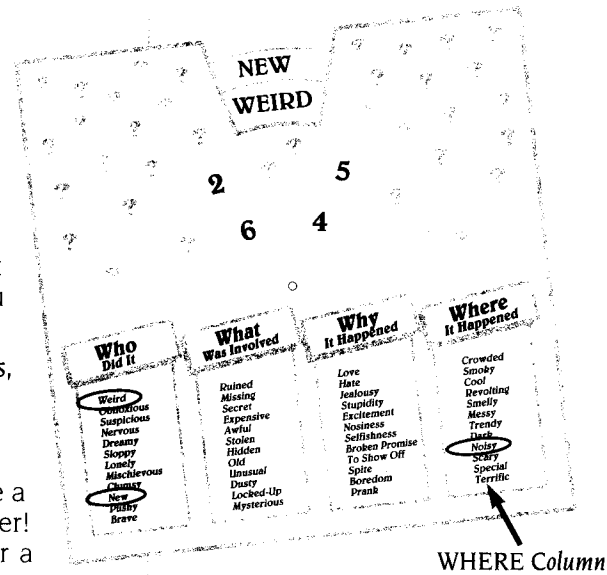
If you get a “Yes” answer, that word IS a secret word clue. Circle that correct word clue! See Figure 8.

After receiving a “Yes” answer, you then get to ask another question as a **bonus**! You could ask the same player or ANY other player who is in a house or on your space! You can continue to ask questions as long as you get “Yes” answers.

If you get a “No” answer, that word is NOT one of the secret word clues. Cross out that word’s box. See Figure 9. You cannot ask any more questions. Your turn is over.

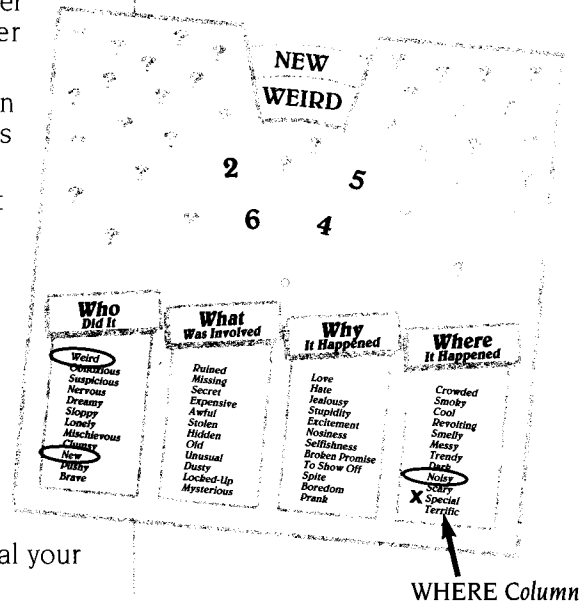
Important: All players should mark all answers on their Mystery Wheels, too!

Figure 8. A “Yes” Answer



You ask if the word is “noisy.” Dawn answers “Yes” — so circle “noisy”!

Figure 9. A “No” Answer



You ask if the word is “special.” Dawn answers “No” — cross out the box next to “special”!

moving onto a Phone Booth to Ask a Question

Move your pawn onto a phone booth to ask a player in a house a SECRET question — so the other players won’t know the answer! There are 6 phone booths on the gameboard. You **must** enter a phone booth from the driveway.

Remember: When you’re in a phone booth, you can call out but no one can call you! You **cannot** call another player in a different phone booth and you **cannot** share a phone booth with another player!

If you’re in a phone booth, you can call any player who is in a house and ask her a question out loud as explained above. The answering player must then take the Yes/No disc, secretly select her answer on it, and show it to you in secret. Only **you** will know her response!

If she secretly shows you the “Yes” side of the disc, circle that word in the matching column on your Mystery Wheel. Your turn is then over. **Only one call can be made from a phone booth on a turn.**

If she secretly shows you the “No” side of the disc, cross out that word’s box in the matching column on your Mystery Wheel. Your turn is then over.

You must move back out onto a blue dot path space on your following turn. On your next turn, you may re-enter that phone booth, if you wish.

asking a Question While Sharing a Space

Anytime you’re on a blue dot path space or a house with another player, that player becomes your pal and you **may** get to ask her a question! Here’s how it happens:

At the End of Your Move: If you **end** your move on a pal, ask your pal your question then!

When Moving With a Pal: If you start your turn from a shared space or you move onto a pal while you still have moves left on your roll, invite your pal to move along with you! **You can invite only one player to join you at a time.** Before you move, you must both agree on which direction you'll take on the path and how far that player will travel with you.

If your pal agrees to move with you, ask her a question when you **end** your move on the same space.

If your pal wants to be dropped off before you complete your move, you must **end** your move on your pal's stopping space to ask her a question. You may continue to move without asking her a question, if you wish.

If your pal refuses to move with you and you wish to ask her a question, **end** your move on her space and then ask the question. If your pal refuses to move with you **at the start of your turn**, you must move your pawn without asking her a question.

Remember: If you receive a "Yes" answer, you can continue to ask **your pal** questions — until you hear a "No"!

Calling a Question at a BSC Meeting

Once all players are at Claudia's house and have paid their club dues of 1 Money card each, it's time for the questioning!

Each player who has paid dues can ask ANY other player a question. Any players who do NOT pay dues **cannot** ask questions — but questions can be asked of them!

The player who calls the BSC meeting asks the first question. Players then take turns, clockwise, asking questions.

Remember: If any player gets a "Yes" answer, she can continue to ask questions of ANY player at the meeting — until she hears a "No"!

When all players who have paid their dues have asked questions, play continues to the left of the player who called the meeting.

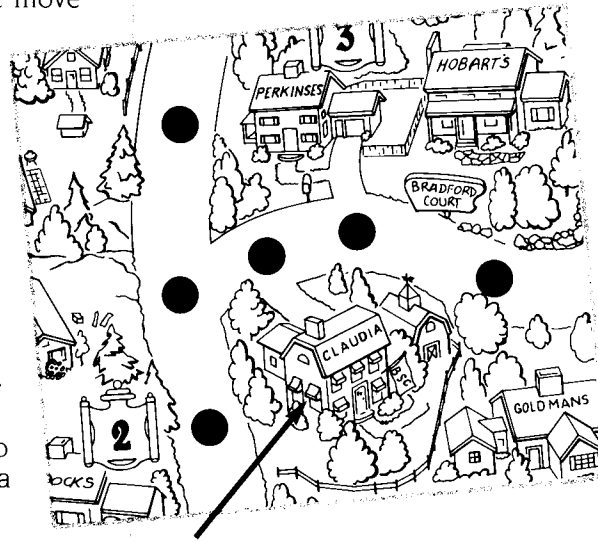
Time to Make a Guess!

When you have completed all 4 of your baby-sitting jobs and know (or think you know) all of the secret words, you can guess what the mystery is! You can make a guess **at any time during your turn**. If you guess correctly, you'll win the game!

How to Make a Guess: Announce on your turn that you're ready to make a guess. Tell each player what her 2 secret word clues are for her Story Starter. **If you get all of them right, you've won!**

If you guess any incorrectly, you're out of the game, but you must still answer any questions asked by the other players.

Note: Don't blurt out your secret words if someone guesses incorrectly! Just tell the guessing player that she's wrong. Remember, everyone else can still continue playing!



All Baby-sitters Club meetings are held at Claudia's house.

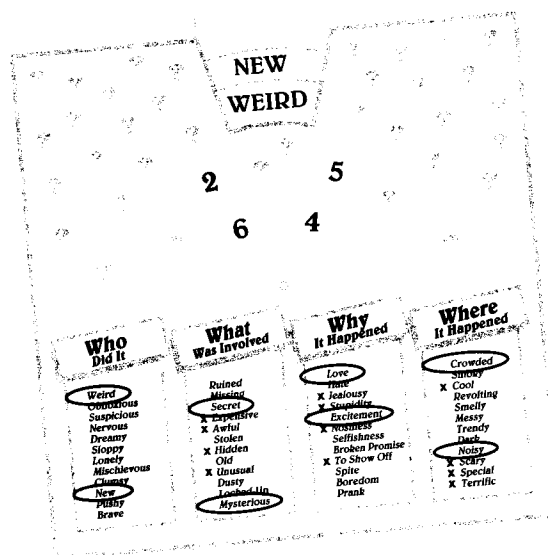
Winning the Game and Telling the Story

After you have guessed all of the secret word clues correctly, it's time to create the full mystery story! Have everyone join in to tell the story. Add more details if you wish, too. It's like writing your very own Baby-sitters Club Mystery novel! See Figure 10 and example at lower right.

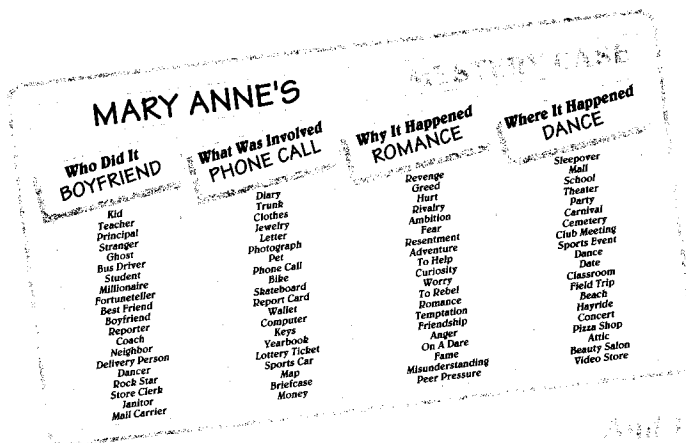
For More Fun:

If you wish, keep a logbook/journal with all of the different stories you create as you play the Baby-sitters Club Mystery Game!

Figure 10



Here's the "Kristy" player's Mystery Wheel showing all of the secret word clues that she's uncovered. She guessed each one correctly and won the game!



And Here's a Sample of
the Full Story that
Everyone Helped Create!

The Mystery Story: Stacey's boyfriend was acting really weird at the weekend sleepover. While there, he made a secret phone call.

Before Stacey could get too upset about his strange behavior, Mary Anne discovered that he had only called home. He had forgotten Stacey's corsage and wanted everything to be perfect. After it arrived at the dance, he and Stacey were able to enjoy the love and excitement of a new romance after all!