



3 different games
3 mysteries to solve

For 1 to 4 Players/Ages 9 and Up

CONTENTS:

- 1 Electronic talking simulated phone
- 6 "Picture Frames" with plastic stands
- 36 Cards: 24 Boys, 4 "Speakerphone,"
4 "Share a Secret," 4 "Mom Says Hang-Up"
- 4 Address books
- 1 Pad with clue sheets
- 3 AAA-size batteries are required (not included).
- Each player needs something to write with (not included).

INSTRUCTIONS

OBJECT

Choose from three games:

Dating Line: Be the first player to find out which boy wants to ask you out on a date. (There is only one secret Mystery Boy chosen per game — the same for all players. It changes for each new game you begin.)

Mystery Line: Be the first player to find out who the Mystery Boy is depending on one of three randomly selected themes:

- What boy was voted class president and how many votes did he get?

OR

- What boy won the science contest and how much money did he win?

OR

- What boy is the captain of the soccer team and how many goals did he score?

Party Line: Be the first player to get six boys to come to your party.

NOTE: This game's electronic phone is not a real phone and cannot be used to communicate over any telephone network. The phone is powered by batteries — **not** by the phone company! Also, there is no ON/OFF button.

SETUP:

1. Remove everything from the package.
2. Remove the picture frame stands from the plastic bag. Put one stand on each picture frame and place each on the table.
3. Unwrap the deck of cards. Separate all of the "Speakerphone," "Share a Secret," and "Mom Says Hang Up" cards from the Boy Cards. Put the Boy Cards into a Draw pile, with the boys' pictures facing down.

- Loosen the screw on the battery compartment on the back of the phone, and remove the door. Insert three AAA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic (see Figure 1 on page 3). Replace the door and tighten the screw. Test the batteries by pressing the * and # buttons at the same time. If you do not hear "Welcome to Mystery Date," the batteries may be weak or improperly installed.
- Put the phone into the phone stand.
- Everyone should choose an address book, tear off one clue sheet from the pad, and attach it at the top. And don't forget to have something to write with.
- Decide which of the three games you're in the mood to play.

PHONE FEATURES

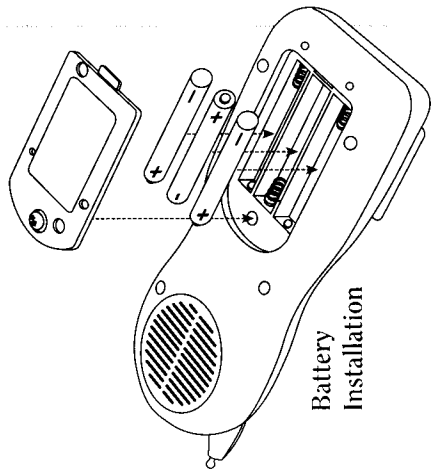
SPEAKERS:

There are two speakers on the phone (see Figure 2 on page 4). The Private Speaker on the front is for only one person. The Broadcast Speaker on the back works like a speakerphone — and it's loud, so don't put your ear up to it!

BATTERY CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor call 202-625-3333 collect.
- Make sure the batteries are inserted correctly, and follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Figure 1



BUTTONS:

In addition to the buttons numbered 0 through 9, the *Mystery Date* phone has other important buttons (see Figure 2 on page 4). To get used to these buttons, let's try out the phone as if you're starting to play Dating Line or Mystery Line!

New Game

Whenever you want to start a new game, press both the * and # buttons at the same time. Try it now. Listen to the instructions, which will briefly explain how to select the game you want to play. You will hear a statement like, "If you would like to play Dating Line, press 1 now." Try pressing 1 — it's almost like using voice mail!

When you hear a dial tone, you're ready to start calling. Let's call Dan! Find his phone number in your address book. (It's 555-6688.) To call him, press each number as you would on a real phone. Now listen to what Dan has to say. Everyone will hear the first part of the message, but only *you* will hear the clue at the end!

CAUTION: Don't press both the * and # buttons at the same time during a real game. If you do, the phone's memory will be erased and the game must be started over!

Redial

If you miss hearing a clue, press the REDIAL button to hear the clue again. The phone will automatically redial the last number called.

Do it now and you'll hear Dan say something like, "What? You again? I just told you ..." and then he will repeat his clue. Everyone will hear the first part of his message, but only *you* will hear the actual clue at the end.

S **Speakerphone**

During the game, everyone could be directed to hear the same clue. When this happens, press the **SPEAKER** button before you dial a boy's number. His clue will then be heard by all players.

Do it now — just press the **SPEAKER** button and dial Dan's number again (555-6688). Put the phone in the stand and listen to Dan tell the clue to *everyone*.

G **Guess**

When you're ready to guess who the Mystery Boy is in Mystery Line or Dating Line, press the **GUESS** button and dial the phone number of the boy you think it is. He'll tell you (*and everyone else*) if you're right or not! Now let's pretend that you think the Mystery Boy is Dan. To make a guess, press the **GUESS** button and dial Dan's number again. Were you right?

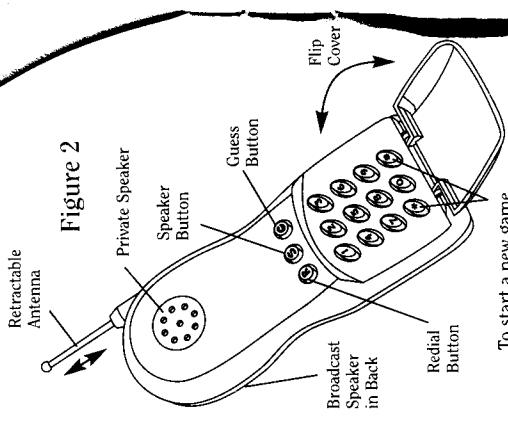


Figure 2

To start a new game, press both * and # at the same time.

ALSO:

Surprise Caller

R-R-R-Ring! R-R-Ring! It's the Surprise Caller! During the game, the phone will ring even though no one made a call. The girl on the line will then tell everyone a special clue. She might say,

"Hi! I just heard ... it's not David!" It's a free clue — make sure you mark it on your clue sheet (if you haven't already heard the news!)

Sorry, you cannot redial the Surprise Caller to hear her message again, so listen to her closely!

If you get a Surprise Call and you still need to hear the previous boy's clue, listen to the girl's message, then press **REDIAL**. The phone will automatically redial the last boy called and he'll repeat his clue for you.

If the phone rings just as you're starting a call, stop and listen. Then start your call again.

Operator

If the Operator says, "Sorry, wrong number," you goofed up the number you were dialing. Don't worry — the Operator will cut in and tell you to dial again. Then try dialing the correct number


again. (NOTE: You cannot call the Operator, but she can talk to you.)

Ooops!

Goofed again? If you meant to hit the **REDIAL** button, but you hit either the **SPEAKER** or **GUESS** button instead, you can still hit **REDIAL** to hear the clue again. If you hit either the **SPEAKER** or the **GUESS** button and then a number button, continue to hit wrong numbers (like 000, for instance) until the Operator speaks. Then you must dial the entire phone number to hear the clue again.

Automatic Shutoff

During gameplay, if no buttons are pressed for about five minutes, the phone will automatically shut off and the game is over. To continue play, you'll have to start a new game. (So if someone has to leave the game for a few minutes, continue to play and let that player catch up later!)



PHONE LISTING	
<input type="checkbox"/> Andrew	555-7777
<input type="checkbox"/> Brandon	555-4984
<input type="checkbox"/> Brian	555-3659
<input type="checkbox"/> Dan	555-6468
<input type="checkbox"/> David	555-4111
<input type="checkbox"/> Jake	555-2712
<input type="checkbox"/> Jason	555-2588
<input type="checkbox"/> Jeff	555-7911
<input type="checkbox"/> John	555-9633
<input type="checkbox"/> Kevin	555-7899
<input type="checkbox"/> Leo	555-3221
<input type="checkbox"/> Mark	555-8532
<input type="checkbox"/> Matt	555-7587
<input type="checkbox"/> Mike	555-2226
<input type="checkbox"/> Paul	555-5915
<input type="checkbox"/> Peter	555-9987
<input type="checkbox"/> Roger	555-1233
<input type="checkbox"/> Scott	555-5999
<input type="checkbox"/> Steve	555-3333
<input type="checkbox"/> Tim	555-4566
<input type="checkbox"/> Trevor	555-1777
<input type="checkbox"/> Tyler	555-3535
<input type="checkbox"/> Zack	555-5555

MYSTERY BOY LOCATIONS	
MysteryMail	Andrew, Jeff, Leo, Peter
SECRET	Bryan, David, Tyler, Zack
SECRET	Jason, Scott, Steve
Investigation Skills	John, Kevin, Leo, Paul, Peter, Tyler, Zack

MYSTERY LINE	
Names:	555-7587, 555-2226, 555-5915, 555-9987, 555-1233, 555-5999, 555-3333, 555-4566, 555-1777, 555-3535, 555-5555
Items:	<input type="checkbox"/> How much money did the Mystery Boy win in the science contest? <input type="checkbox"/> How many girls did the Mystery Boy win by to become class president? <input type="checkbox"/> How many girls did the Mystery Boy win a date from? <input type="checkbox"/> How many girls did the Mystery Boy win a date from?
Best Friend's Unlisted Number:	555-1777, 555-3535, 555-5555

Figure 3

THE THREE GAMES:

DATING LINE

Give one "Speakerphone," "Share a Secret" and "Mom Says Hang Up" card to each player and remove the rest of these cards from the game. Shuffle the 24 Boy Cards and deal three Boy Cards to each player. Form the rest of the Boy Cards into a Draw Pile. Place the phone base with the phone in front of the youngest player. Place all six of the picture frames in the center of the table. Each player should place her six cards faceup in front of her.

Start by pressing both the * and # keys (for a NEW GAME), and listen to the instructions. After selecting Dating Line, the Narrator will state the object of the game. The youngest player goes first. Players then alternate turns, passing the phone and its stand clockwise.

the Mystery Boy's Best Friend's phone number, write them in the spaces provided until you've got the whole number. When the Best Friend gives you the numeric answer to the Mystery Boy's question, write it down in the spaces next to the theme.

- The upper right Locations section is used in Dating Line and Mystery Line only. It lists the boys in their favorite hangouts — same as the Picture Frames. This is where you should cross out boys' names as you find out they're not the Mystery Boy.

NOTE: All boys' names, phone numbers, personal information and hangout locations are entirely fictional and do not represent any known individuals, phone numbers or locations.

WHAT'S ON A CLOE SHEET?

A clue sheet is divided into three sections (see Figure 3 above).

- The left section lists the boys you're calling — check a boy's name off once you've heard his clue. Each boy will give the same clue each time, to every player, within the same game (in either Mystery Line or Dating Line).
- The lower right section is used in Mystery Line only. When the Narrator says the object of the game, check the appropriate theme off on your clue sheet. As boys give you digits of

On Your Turn:

1. Pick a boy to call: Decide which boy you want to call from your three Boy Cards and announce his name to the other players. Look up his phone number on your clue sheet.
2. Dial number and listen to clue: Using the phone, make your call to the boy on the card and listen to the clue he gives you. This boy will tell you the same clue throughout the game. Since you don't want repeat information, check off his name on your clue sheet so you won't call him again. Once you've heard the clue, return the phone to the phone stand. **IMPORTANT:** Keep your marked-up clue sheet secret from the other players. You don't want to give them a free clue!
3. Search the Picture Frames: After hearing a clue, look at all the Picture Frames and find who IS doing what the clue says ... either wearing those clothes, playing that sport, eating that food or hanging out at that place! Whoever IS doing what the clue says is NOT the Mystery Boy and should be crossed off on your clue sheet in the Mystery Boy Locations section.



BOYS' PHONE NUMBERS:

Andrew	555-7777	Mark	555-8522
Brandon	555-4884	Matt	555-7557
Bryan	555-3699	Mike	555-2226
Dan	555-6688	Paul	555-5515
David	555-1111	Peter	555-9877
Jake	555-2442	Roger	555-1233
Jared	555-2588	Scott	555-5599
Jason	555-7411	Steve	555-9999
Jeff	555-6544	Tim	555-3333
John	555-9633	Trevor	555-4566
Kevin	555-7899	Tyler	555-1477
Leo	555-3211	Zack	555-3535

4. Discard and draw:

Place the card you just used faceup in a discard pile on the table. Then draw one new card from the Draw Pile. When there are no cards left in the Draw Pile, any player can call any boy. Refer to your clue sheet, and call the boys you haven't called yet.

5. Your turn's over! Pass the phone, in its stand, to the player on your left. It's now her turn to call a boy chosen from one of her three Boy Cards.

WHAT CLUES WILL YOU HEAR?

There are four different types of clues. Each clue will tell you something about the Mystery Boy's clothes, sports, foods or special hangouts. The clues will always tell you what the Mystery Boy is

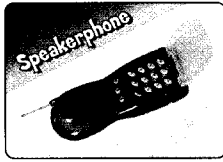
For example: After hearing Kevin's clue that the Mystery Boy is NOT wearing a hat, take a look at the Picture Frames and see which boys ARE wearing hats. The Mystery Boy is not Bryan, Mark, Jake or Matt! They're all wearing hats — something the Mystery Boy is NOT wearing. So cross those boys off in the upper right section of your clue sheet. What luck! You've eliminated four boys from your list.

SPECIAL CARDS:

There are three different Special Cards that can be played on the player holding the phone. After the player has announced that she is calling a certain boy (but *before* she presses any buttons), anyone can quickly toss a Special Card in front of her! The first Special Card to land in front of her is the one played. (Any other cards tossed must be returned to their owners to be played another time.)

Speakerphone

If this card is played, the player with the phone must press the SPEAKER (S) button on the phone *before* calling her chosen boy. The boy called will then announce his clue so everyone can hear it!



If someone misses hearing the clue, press the REDIAL button to play it again. If you forgot to press the SPEAKER button and the clue is played privately, press the SPEAKER button and redial the number to let all players hear the clue.

Once a "Speakerphone" card is played, it is out of play for the rest of the game — even if the boy called doesn't give a clue!

NOT wearing, NOT playing or NOT eating, or where he is NOT hanging out. Some boys will not even give you a clue. Instead, they'll teasingly say something like, "Hello! I know who it is, but I'm sworn to secrecy!" If a boy says this on your turn, your turn is then over.

WHO COULD THE MYSTERY BOY BE?

By listening to the clues and searching the Picture Frames to see which clues apply to whom, you'll be able to find the Mystery Boy through the process of elimination.

IMPORTANT: Any boy you call could be the Mystery Boy. For example, if Trevor gives you a clue *about* the Mystery Boy, he could still *be* the Mystery Boy.

Picture Frame Clues:

The Picture Frame photos are filled with clues. You just have to find them! Some are harder to find than others, so you must look closely and thoroughly.

Share a Secret

If this card is played, the player with the phone must let the player who played the card listen in on her phone call! The player with the phone calls her chosen boy and then holds the phone between her ear and the card player's,

making sure that no one else will be able to hear. *Both players will then hear the clue!* (If either player has difficulty hearing it, press the REDIAL button to hear it again.) Remember, the clue is only for the caller and the card player, NOT for everyone!

Once a "Share a Secret" card is played, the player with the phone gets to keep it — even if the boy called doesn't give a clue! She can use it later in the game to listen in on another player's phone call! Special case: *In a two-player game*, once a "Share a Secret" card is played, it is out of play for the rest of the game.



Mom Says Hang Up

If this card is played, the player with the phone loses her entire turn. No phone call is made. It's usually played near the end of a game when other players want to stop someone from making a guess. See



"Making a Guess" below.

Once a "Mom Says Hang Up" card is played, it is out of play for the rest of the game, like the "Speakerphone" card.

Making a Guess:

If you think you know who the Mystery Boy is, use your next turn to make a guess! You don't need to have the boy's picture card to guess him.

1. Tell everyone that you're ready to make a guess. Do NOT say WHO you think it is yet! Watch out — someone can play a "Mom Says Hang Up" card on you now. (No other Special Card can be played at this time.) If a "Mom Says Hang Up" card is played, your turn is over. If not, announce who you think it is!

2. Next, look up that boy's phone number on your clue sheet. Press the Guess (G) button first, and then dial the boy's number.

3. When he answers, his message will be said out loud so everyone can hear if you're right or not!

- If he says yes (he'll say something like, "You guessed it," and invite you on a date), you've won the game!
- If he says no (something like, "It's not me"), your turn is over, but you are still in the game. Pass the phone to the player on your left. Better luck on your next turn! If his card was taken from your set of three, draw a new card. Everyone should now cross him off their clue sheets since he's not the Mystery Boy!

Winning:

Correctly guess who the Mystery Boy is, and you win the game!

To Play Again:

To start a new game, give each player a new clue sheet (NOTE: clue sheets are double-sided) and three Special Cards. Shuffle all 24 Boy Cards and give each player three Boy Cards. Then press the * and # buttons at the same time to start a NEW GAME. Even if you choose to play Dating Line again, the boys will now say something different than in the previous game, and the Mystery Boy will be different, too!

Solo Play:

All by yourself? You can still play Dating Line! Forget about the Special Cards and just shuffle the Boy Cards. Call boys one at a time for clues, starting at the top of the card deck. Search the Picture Frames and mark everything down on your clue sheet. Keep track of how many turns it takes to see which boy wants to ask you out on a date!

MYSTERY LINE

Give everyone a fresh clue sheet. Remove the "Mom Says Hang Up" cards from the game. Give one "Speakerphone" and one "Share a Secret" card to each player and remove the rest of these cards from the game. Shuffle the 24 Boy Cards and deal three Boy Cards to each player. Return the rest of the Boy Cards to the Draw Pile. Place the phone base with the phone in front of the youngest player. Place all six of the picture frames in the center of the table. Each player should place her five cards faceup in front of her.

Start by pressing both the * and # keys (for a NEW GAME), and listen to the instructions. After selecting Mystery Line, the Narrator will state the object of the game. In this case the phone will randomly select one of three different objects. Check off the appropriate theme on the lower right section of your clue sheet. The youngest player goes first. Players then alternate turns, passing the phone stand clockwise.

On Your Turn, Picture Frame Clues and Special Cards: Refer to these sections from *Dating Line*, pages 7-11.

Calling the Best Friend's Number:

During the game, four boys will give you clues for the Mystery Boy's Best Friend's unlisted phone number, which always begins with "555-". The four clues tell you the last four digits. As you discover the missing digits of the unlisted number, write them in the spaces provided until you've got the whole phone number. Don't forget, you'll also need to figure out the order of the digits you're given. Once you figure out his full phone number and call him, *the Best Friend will tell you the numeric answer to the question that the Mystery Boy will ask you* when you call to guess him. Write it down in the spaces provided on your clue sheet, next to the theme.

Making a Guess:

If you think you know who the Mystery Boy is, use your next turn to make a guess. If you call the correct boy, he will ask you a question about himself. You must enter the numeric answer you got from his Best Friend to win. For example, he may say, "How much money did I win?" Key in the dollar amount that the Best Friend told you.

Winning:

Correctly guess who the Mystery Boy is, answer his question accurately, and you win the game!

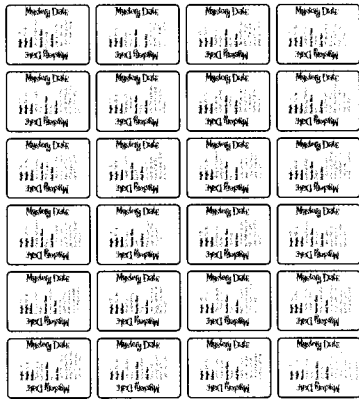
To Play Again:

To start a new game, give each player a new clue sheet, one "Speakerphone" card, one "Share a Secret" card and three Boy Cards. Then press the * and # buttons at the same time to start a NEW GAME. Even if you choose to play Mystery Line again, the boys will now say something different than in the previous game, and the Mystery Boy and his Best Friend will be different, too!

Solo Play:

You can still play Mystery Line if you're by yourself! Forget about the Special Cards and just shuffle the Boy Cards. Call boys one at a time for clues, starting at the top of the card deck. Search the Picture Frames and mark everything down on your clue sheet. Keep track of how many turns it takes to reveal the Mystery Boy and the answer to his question!

Figure 4



PARTY LINE

You won't need the picture frames or the phone stand for this game. Remove all of the "Speakerphone," "Share a Secret" and "Mom Says Hang Up" cards from the game, and shuffle the remaining 24 Boy Cards. Place all 24 cards facedown in the center of the table in four rows of six (see Figure 4). Give everyone a fresh clue sheet. (In this game, you will only use the clue sheet to look up phone numbers.) The youngest player gets the phone first.

Start by pressing both the * and # keys (for a NEW GAME), and listen to the instructions. After selecting Party Line, the Narrator will state the object of the game. Your goal is to get six boys to come to your party (by being the

like, "I'll be there, as long as it's okay to bring Steve"), then you collect the card of the boy you called and the boy he says he's bringing. That card should be faceup, so you won't need to look too far. Cool — you get two cards!

Your turn's over! Pass the phone to the player on your left. It's now her turn to flip over a card and call a boy.

"Steal" a party guest:

You may want to use this tactic if one player is close to getting six boys to come to her party. You can choose to call one of her guests instead of turning an unknown Boy Card faceup.

Here's how ...

Pick a boy who is already coming to someone else's party. Announce which boy you will call, look up his number and call him.

What does he say?

- Yes ("I had other plans, but your party sounds like more fun. See you there.") If he

switches to your party, you get to take that boy's card from the player who had it before! But watch out — she may try to "steal" him back!

OR

- No ("Your party sounds great, but I already have plans.") Oh, well. The girl whose party the boy is already going to keeps the card. Your turn ends.

Winning:

Play continues until one player has at least six Boy Cards. Her party is complete!

To Play Again:

To start a new game, give each player a new clue sheet. Then press the * and # buttons at the same time to start a NEW GAME. Even if you choose to play Party Line again, the boys will now say something different than in the previous game! If you do play Party Line, shuffle the 24 Boy Cards and set them up as in Figure 4.

Solo Play:

You can play Party Line even if you're by yourself! Call boys one at a time. See how quickly you can get six boys to come to your party!

MAINTENANCE

- Handle the phone carefully.
- Store the phone away from dusty or dirty areas.
- Keep the phone away from moisture or temperature extremes.
- Do not disassemble the phone. If a problem occurs, try resetting the game by pressing the * and # keys at the same time (this will end any game in progress). Or, try replacing the batteries.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.



We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.



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