**Electronic Dream Phone**

**INSTRUCTIONS**

**Equipment**
- 8 Gameboards
- 63 Cards
- 24 Dream Guys (2 each)
- 5 Mom Says Hang Up cards
- 5 Forward Message card
- 5 Forward Message to All Players
- 1 Dream Phone and Base
- 4 Clue Sheets
- 1 Clue Sheet Pad

**Object**
Be the first player to figure out WHO the Secret Admirer is (there is only one Secret Admirer per game)—the same for all players. The Secret Admirer changes for each new game.

**How the Dream Phone Works**
Using a Philips head screwdriver, remove the battery compartment cover located on the back of the phone as seen in the bottom right. Insert 3 new ‘AAA’ size alkaline batteries according to the diagram inside the battery compartment. Replace battery cover. Slide the power switch on top of the ‘ON’ position. You should hear a sound effect and ‘Dream Phone’ will appear on the phone’s screen. After 5 minutes of the phone not being used, it will automatically turn off.

**Setup**
1. Place the six gameboards in a hexagon shape. You can switch the locations each time you play so that it is harder to find the guys each time. Place the base on top of the gameboards. The base holds the players and the game pieces in the base. The other side of the base is the Discard pile.

2. Give each player one Clue Sheet and one Clue Note Book. Each player will need a pen or pencil to write notes on her Clue Sheet.

3. Shuffe the cards. Deal 4 cards to each player and place the remaining cards as a Draw pile in one side of the base. The other side of the base is the Discard pile. Players DO NOT show their cards to any other players. You may hold your cards in your hand or place them in the slits in the Clue Note Book as seen to the right.

**Special Actions**
- Each guy is represented on the Game board in the place where he likes to hang out. The guy on the Dream Guy card might or might NOT be the Secret Admirer. By calling him, he is just giving you a clue ABOUT the Secret Admirer. It could be him…then again, it could be someone else.

**Forward Message to All Players:**
If Forward Message to All Players card is played, the phone will ring throughout the game. You must pass the phone until it gets to the original caller. She presses the Enter button on the phone. The phone is returned to the original caller, the Forward Message card is placed in the Discard Pile and the player who played the card draws a new card (remember, you should always have four cards in your hand).

**Jealousy:**
When two people have the same card, Jealousy can ensue. This is not a pretty situation for the girl holding the Dream Phone. If someone places the same Dream Guy card in front of her as the guy she is about to call, she must place the guy card in the Discard pile (and draw a new card) and pass the phone to the girl who played the card on her. Once the challenging girl takes the phone, the original girl loses her turn. Once the challenging girl takes the phone, the original girl loses her turn. The girl who placed the card draws a new card and the original girl loses it.

**Mom Says Hang Up:**
If this card lands in front of this person holding the Dream Phone, she lets the player who played the card read her text message clue. The player holding the Dream Phone calls her and tells her to give the public clue, reads the text message and then passes the phone to the girl who played the Forward Message card on her. After reading the clue, the player who played the Forward Message card, erases the clue by pressing the Enter button on the phone. The phone is returned to the original caller, the Forward Message card is placed in the Discard Pile and the player who played the card draws a new card (remember, you should always have four cards in your hand).

**Making a Guess**
If you think you know who the Secret Admirer is, use your turn to make a guess. Here’s how:
- Correctly guess who is the Secret Admirer and you win the game!

**Call**
Press the call button, then look down the Call. The phone will begin to ring and the other player(s) will make a guess. The player who guessed correctly will automatically ‘hang up’ the phone.

**To Play**
To start a new game, turn the phone off and then on again (if 5 minutes has passed, the phone will shut off automatically). Simply take it back to turn on the phone to follow the previous Set Up instructions. The guys will now say something different than in the previous game and there will be a new Secret Admirer.

**Gameboard Clues**
- The answers to all of the clues are on the Gameboard.
- Each guy is represented on the Game board in the place where he likes to hang out.
- Each guy is identified by his name with him and he is wearing the clothes he likes to wear, eating the food he likes to eat and doing the activity he likes to do.
- Each shirt identifies his name and background scene.
- There are six different locations to search: Roosevelt School, Gamer Lounge, Pelican Bay, Galatica Mall, Cineplex Theater, Treme Park.

**Note:** Each card can be played at any time during the game, it is usually played near the middle of a game, the game ends. To play again, you must insert new batteries.

**IMPORTANT:** If you do not hear a sound effect, the batteries may be weak or improperly installed. Batteries could leak if improperly installed and could damage the phone. Remove the batteries when the phone is not in use for extended periods of time.

**Notes:**
- 6. If you think you know who is the Secret Admirer and you win the game!

**Players:**
- 4.

**Ages:**
- 8+

**Usage:**
- Designed for entertainment purposes. Battery life may vary by the stores where you obtain your batteries.

**Batteries Required:**
- 3 “AAA” size alkaline batteries.

**Not Recommended for Children:**
- 8+

**How to Change Batteries:**
1. After having used the phone until it is automatic turn off, slide the power switch on top of the ‘OFF’ position. You should hear a short sound effect and the phone automatically turns off.

2. Using a Phillips head screwdriver, remove the battery compartment cover located on the back of the phone as seen in the bottom right. Insert 3 new ‘AAA’ size alkaline batteries as shown in the diagram inside the battery compartment. Replace battery cover. Slide the power switch on top of the “ON” position. You should hear a sound effect and ‘Dream Phone’ will appear on the phone’s screen.

3. After 5 minutes of the phone not being used, it will automatically turn off.

**Batteries Could Leak If Improperly Installed:**
- Batteries could leak if improperly installed and could damage the phone.

**Power Switch:**
- Slide the power switch on top of the “ON” position. You should hear a short sound effect and the phone automatically turns on.

**Energy Consumption:**
- This game’s electronic phone is not a real phone and cannot be used to communicate over any telephone network. If the batteries die in the middle of a game, the game ends. To play again, you must insert new batteries.

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