

ELECTRONIC DREAM PHONE GAME

Players: 1-4
Ages: 8+

Drawing Cards

If a player is holding 4 cards of 4 boys she has already called, she can place all 4 cards on the discard pile and draw 4 new cards.

Making a Guess

If you think you know who the Secret Admirer is, use your turn to make a guess. Here's how:

1. Announce that you are 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 (this is the only Action card that 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 is the Secret Admirer.
2. Select the Guess icon on the phone, then scroll down to the appropriate guy and make the call.
3. When the guy answers, his message will be said out loud so that everyone can hear if you are right or not.
4. If he says either "I am going to a party. Wanna go?" or "Are you free this weekend?" congratulations you've won the game!
5. If he says "Sorry not me" your turn is over but, you are still in the game. Everyone should now cross this guy off their Clue Sheet since he is not the Secret Admirer. Pass the phone to your left.

The Winner

Correctly guess who is the Secret Admirer and you win the game!

To Play Again

To start a new game, turn the phone off and then on again or, if 5 minutes has passed, the phone will shut off automatically and you simply have to turn it back on then 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.

More Competitive Game Play

Once you've played the above way several times, perhaps you want to turn up the heat. Add the element of SPEED to the game. Once someone receives a clue, they must read it and IMMEDIATELY pass the phone to the next player who must IMMEDIATELY dial the next guy on their Guy Card. Even if the Surprise Caller beeps in, the game keeps going and players must keep up by finding and eliminating guys as quickly as the game can go. If a player misses a clue...sorry.

Solo Play

All alone with nothin' to do? You can still play Dream Phone. Call guys one at a time for clues, search the Gameboard and check off everything on your Clue Sheet as you would in a regular game. See how quickly you can narrow down the list of guys and find the Secret Admirer.

Who, Who, Who
Has A Crush On You?



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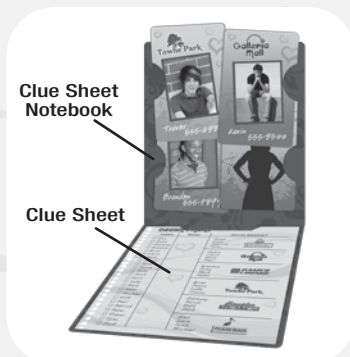


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Set Up

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 aligning the holes on the gameboards with the posts on the base. You can then place the phone in the base or just keep it within easy reach of all players.
2. Give each player one Clue Sheet and one Clue Sheet Notebook. Each player will need a pen or pencil to write notes on her Clue Sheet.
3. Shuffle 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 Sheet Notebook as seen to the right.



Play

The youngest player goes first. Play then continues with the phone being passed clockwise.

1. Choose one of your Dream Guy Cards for the guy you want to call (if you do not have any Dream Guy Cards, discard one of your cards in the discard pile and draw another card. Continue this action until you have a guy to call). Announce his name to the players, then press the enter button while the phone book icon is flashing on the phone. Scroll through the numbers on the phone until you find his name and highlight it. Press the enter button on the Call icon to call the guy on your Dream Guy Card.
2. The phone will call the Dream Guy you chose. This guy will say a clue, which EVERYONE will hear. The public clue may seem meaningless but note what kind of clue the guy gives as this guy will tell you the same clue throughout this game.
3. Next, the guy you dialed will send a text message to you only. Press the enter button while the text message icon is blinking and read the text message. Make a note of this clue on your Clue Sheet and check off this guy from your list so that you don't call him again. Press the enter button to delete the text message.
Note: Keep your marked-up Clue Sheet secret from other players. You don't want to give them free clues.
4. There are 4 different types of clues: They will tell you something about the Secret Admirer's clothes, sports, foods or special hang out. The clue will ALWAYS tell you what the Secret Admirer is NOT wearing, NOT playing, NOT eating; or where he is NOT hanging out. Some guys will not even give you a clue. Instead, they'll say something like "Yo! I'd tell you but that's waaay too easy." This is what we call a Bummer (with a capital "B") because if a guy says this on your turn, your turn is over and you didn't get a clue. However, note who he is because he will always give you the same Bummer comment in this game.
5. After hearing and reading each clue, look around the Gameboard and find which guy IS doing what the clue says...either wearing those clothes, playing that sport, eating that food or hanging out in that place. Whoever is doing what the clue says is NOT the Secret Admirer and should be crossed off your Clue Sheet.
Example (right): After reading John's text clue "he won't wear 8-)", take a look at the Gameboard and see which guys ARE wearing glasses and cross them off because the Secret Admirer is NOT wearing glasses.
6. Once you are finished with the Dream Guy Card, place it in the Discard pile and draw another card. You should have 4 cards at all times. If the Draw pile runs out, shuffle the Discard pile and place the cards facedown as the new Draw pile.



Brandon in the Gamer Lounge is wearing glasses. He gets crossed off the Clue Sheet.

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INSTRUCTIONS

Equipment

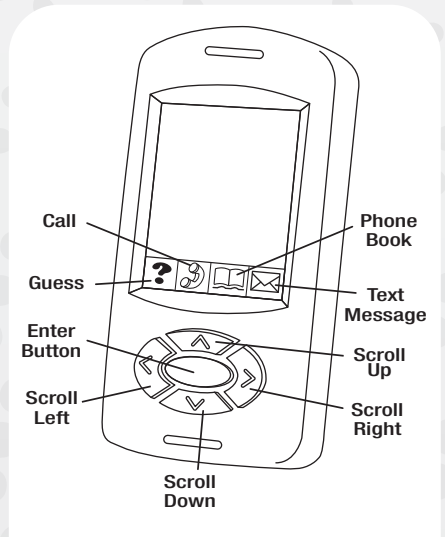
- 6 Gameboards
- 63 Cards
 - 24 Dream Guys (2 each)
 - 5 Mom Says Hang Up
 - 5 Forward Message
 - 5 Forward Message To All Players
- 1 Dream Phone and Base
- 4 Clue Sheet Notebooks
- 1 Clue Sheet Pad

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

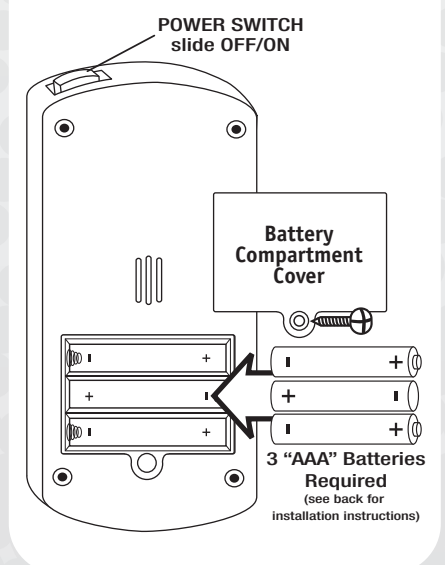
Using a Phillips head screwdriver, remove the battery compartment cover located on the back of the phone as seen in the bottom right. Insert 3 new "AAA" size alkaline batteries according to the diagram inside the battery compartment. Replace battery cover. Slide the power switch on top to the "ON" position. 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.



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.

Note: 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.

Note: All guys' names, phone numbers and gameboard locations are entirely fictional and do not represent any known individuals, numbers or locations.



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Note: 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 NOT be.

7. Pass the Dream Phone to the player on your left. It's now her turn to call a guy chosen from one of her Dream Guy Cards.

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 near 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 location is identified by name and background scene. There are six different locations to search: Roosevelt School, Gamer Lounge, Pelican Beach, Galleria Mall, Cineplex Theater, Towne Park.

Action Cards

There are 3 different Action cards that can be played on the player holding the Dream Phone. After the Dream Phone player has announced that she is calling a certain guy (but before she presses the call button), anyone can quickly toss an Action Card in front of her. The first Action 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.

Forward Message: If this card lands in front of the 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 desired guy, listens to 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 girl who played the card draws a new card (remember, you should always have four cards in your hand).

Forward Message to All Players: If Forward Message to All Players card is played, the player with the Dream Phone makes her call, listens to the public clue, reads the text message aloud and then passes the phone around the circle so that everyone can read the text message. You must pass the phone until it gets to the original caller. She presses the Enter button on the phone deleting the message. The Forward Message to All Players card is placed in the Discard Pile and the girl who played the card draws a new card (remember, you should always have four cards in your hand).

Mom Says Hang Up: If this card is played on you, you must stop using the phone and you lose your turn. Once the Mom Says Hang Up card is played, it is placed in the Discard Pile and the girl who played the card draws a new card.

Note: Although this card can be played at any time during the game, it is usually played near the end when other players want to stop someone from making a guess. See Making a Guess section below.

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. This girl gets to call the guy on the card and the original girl loses her turn. Once the challenging girl makes the call and obtains the clue, she places the card in the Discard pile, draws a new card and returns the phone to the original player who will pass the phone (likely reluctantly) to the next player.

Note: Anyone who has an Action Card can play it on the challenging player before she calls the guy. **Example:** If a player is about to call Michael because she stole the call from a player, another player can play a Mom Says Hang Up card on her and stop her from making the call. The original player can play this card as well to block her call but it does not mean that she can now call that guy. She already got trumped.

The Surprise Caller: During the game, the phone will ring without anyone having 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 Michael!" It's a free clue—make sure you mark it on your Clue Sheet!

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