

# RULES FOR PLAYING Mystery Date®

AGES 8 & UP

Here is a game full of surprises, where the players are preparing to go on a “MYSTERY DATE.” It may be a FORMAL DANCE, a SKIING TRIP, BOWLING, or a BEACH PARTY. They must be “READY” when their DATE arrives at the door. The thrill of it is that when a player opens the DOOR, they never know which DATE will appear. The player may be ready for SKIING, only to find, upon opening the DOOR, the DATE is dressed in the “tux” ready to go to a FORMAL DANCE. Worst of all, they may open the door to find the “DUD” and lose valuable time in getting rid of them. The first player to open the door and find the proper “DATE” for which they are “READY,” is the lucky winner.

## CONTENTS

Game board with Mystery Door, 5 Mystery Dates, 48 Clothing/Accessory Cards, 4 Pawns with Stands, 1 Die.

## OBJECT

THE OBJECT OF THE GAME is for a player to select cards so as to be READY for a DATE that appears when they OPEN THE DOOR.

## EQUIPMENT

1. The BOARD — The playing spaces, arranged around the outside edge of the board, contain messages instructing the player how to proceed.

The MYSTERY DOOR is attached to the center of the BOARD. The knob opens the door to reveal one of the four DATES, or the DUD.

### They are as follows:

FORMAL DANCE DATE is dressed in a tuxedo and holding a corsage box.

BOWLING DATE is dressed in a jacket and red sweater, and carries a bowling bag.

BEACH DATE is dressed in a blue sport shirt and trunks and carries a beach umbrella, towel and picnic cooler.

SKIING DATE is dressed in skiing outfit and carries skis and poles.

THE DUD is dressed so shabbily that no one will go on a date with them!

2. The CARDS — There are 48 “OUTFIT” cards of 4 colors, equally divided, (red, green, blue, and orange) and numbered as 1s, 2s, and 3s. They picture the proper outfits needed by the player for the 4 different DATES in the game.

A player is “READY” for the “Formal Dance Date” if that player holds the 1, 2, and 3 RED cards; the 1, 2, and 3 GREEN cards go with the “Bowling Date”; the 1, 2, and 3 BLUE cards go with the “Skiing Date”; and the 1, 2, and 3 ORANGE cards are needed for the “Beach Date.”

3. There are four “GIRL” playing pieces on plastic stands, in four different colored housecoats.
4. There is 1 die (dice) which governs the moves of the players.

## RULES

1. Insert the MYSTERY DOOR into the game board by first sliding the tab on the right side of the door into the large slot on the board. Then push the bottom of the door hinges so they hook into the two small slots. Insert each “GIRL” pawn into its matching plastic stand.
2. One player shuffles the cards and deals TWO, one at a time, to each player. The remaining cards are placed, face-down, on the board at one side of the DOOR to be used as a DRAW PILE. The top card of this Draw Pile is placed, face-up, at the other side of the DOOR, becoming the DISCARD PILE.
3. Each player chooses a “GIRL” playing piece and places it on the board in a BLUE “OPEN THE DOOR” CORNER space nearest them TO START.

4. They take turns, starting to the left of the dealer. Each player, in turn, throws the die and moves their playing piece, **CLOCKWISE**, around the board from space to space according to the number thrown. For example, if a player throws a “3,” they move their playing piece 3 spaces. Two or more pieces may stop on the same space. Players **ALWAYS MOVE CLOCKWISE AROUND THE BOARD**.
5. Each space a player **STOPS ON** gives them instructions as follows:
  - A. In the “**TAKE**” spaces, the player takes the cards as directed, from the top of the pile, and adds them to their hand—**UNTIL they HOLD SIX CARDS**. Whenever the “**TAKE**” cards bring the player’s hand to **OVER SIX**, they **MUST** discard enough cards to bring their hand back to six. These cards are placed face-up on the **DISCARD PILE**. For example: If the player has 5 cards in their hand, and lands on the “Take 2 Cards from Draw Pile” space, that player must draw 2 cards from the top of the Draw Pile and then discard one card **OF THEIR CHOICE**, leaving their hand with 6 cards at the end of the turn.
  - B. In the “**SWAP**” spaces, the player swaps a card, as directed (with player to “right,” “left” or “any player”). To **SWAP**, the player **FIRST** places **ANY** card they choose from their hand, face-down, in front of the player they are swapping with. Then the player draws one card from this opponent’s hand who must hold their cards with their backs facing out so the player cannot see which card they are drawing. The player must add this card to their hand, while the **OPPONENT** adds the “face-down” card to their hand.
  - C. In the “**TAKE 1 CARD FROM EITHER DRAW OR DISCARD PILE**” spaces, the player has a choice. If the player chooses, they may take the top card from the **DISCARD PILE**, knowing the card, or draw the card from the **DRAW PILE**.
6. Whenever the **DISCARD PILE** is used up, take the top card from **DRAW PILE** to start a new one. When the **DRAW PILE** is used up, shuffle the discards (leaving the top card) to start a new **DRAW PILE**.
7. When a player stops on an “**OPEN THE DOOR**” space and they have a complete outfit for a “Date” (that is, the 1, 2, and 3 cards of **ANY ONE COLOR**), they are “**READY**” to open the door. But if the player does **NOT** have a complete 3-card outfit of one color, that player does **NOTHING** in that turn.
8. **TO OPEN THE DOOR**, a player must show their 3-card outfit to the opponents. Then they make sure the door is **COMPLETELY CLOSED**. That player then **TURNS** or **SPINS** the door knob and **SLOWLY** opens the door wide to disclose which “**DATE**” has arrived.
9. If the “Date” that appears at the opened **DOOR** is **NOT** the correct one to go with the 3 “outfit” cards shown, the player must close the **DOOR** and their turn ends. The player should close the door **COMPLETELY** then **SPIN THE KNOB** so as to make it impossible for the following player to know which date will appear next.
10. If a player opening the door finds the “**DUD**,” they must discard the 3 outfit cards they have shown onto the Discard Pile and immediately draw 3 more cards from the Draw Pile to end their turn. Note: It is possible that a player might be **READY** for two “Dates” at the same time. For example, they might be holding the 1, 2, and 3 **GREEN** cards and the 1, 2, and 3 **BLUE** cards. In this case the player must choose which of the “Dates” they wish to find and place these 3 cards face up on the table. The other 3-card sequence they hold in their hand for future play.
11. Players continue to move around the board (clockwise), taking, swapping, discarding, and opening the door according to the rules until one is the winner.
12. When a player opens the door and finds the “Date” for which they are **READY** (showing 1, 2, and 3 cards of the same color which apply to this date), that player has **WON THE GAME**.

Licensed By:



HASBRO and its logo and MYSTERY DATE are trademarks of Hasbro and are used with permission. © 2022 Hasbro. All Rights Reserved. TM and © denote U.S. Trademarks. Manufactured by Winning Solutions, Inc., 66 Summer Street, Manchester, MA 01944.

**MADE IN CHINA. FABRIQUÉ EN CHINE.** I-0228 29460

**CUSTOMER SERVICE CONTACT INFORMATION:**

Phone: (978) 525-2816 Email: [service@wsgamecompany.com](mailto:service@wsgamecompany.com)