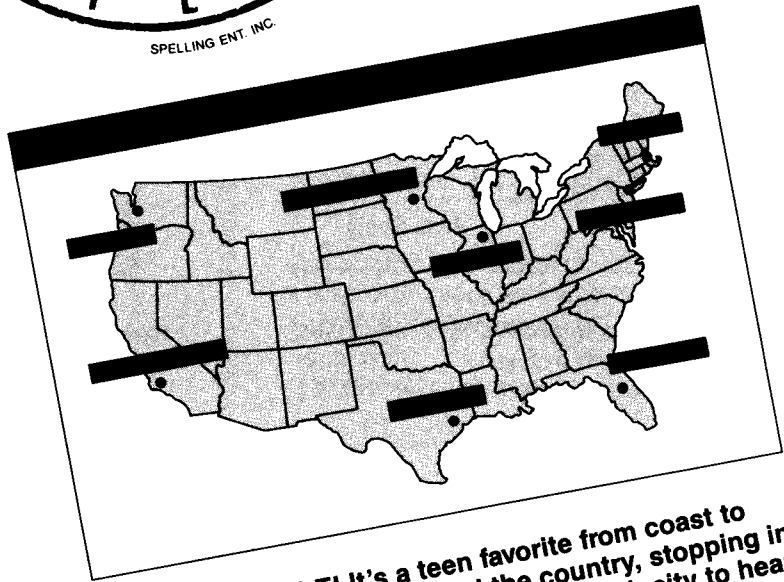


2 to 4 Players



SPELLING ENT. INC.

SURVEY GAME



The Vote's In!

90210 is H-O-T! It's a teen favorite from coast to coast! So we've crisscrossed the country, stopping in 8 different cities to poll 200 teens in each city to hear what they have to say about 90210 situations and teen themes. We asked high school Freshmen and Seniors. They talked. We listened.

Now you can find out just what those 1600 teens said by playing the 90210 Survey Game!

WHAT YOU GET:

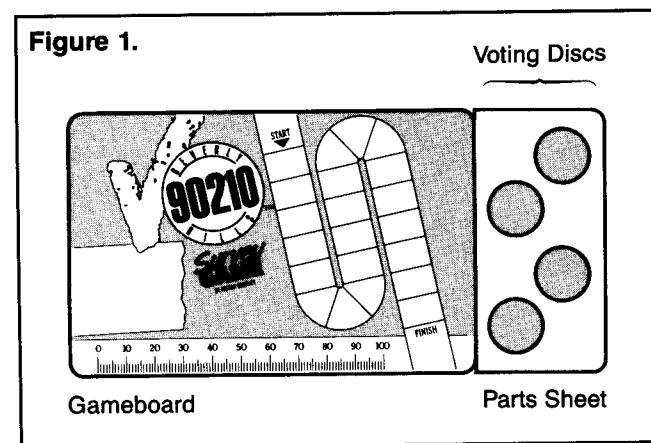
Gameboard, 4 voting discs, card tray, card reader, 200 cards, 6 plastic pointers, 4 pawns, label sheet

WHAT YOU DO:

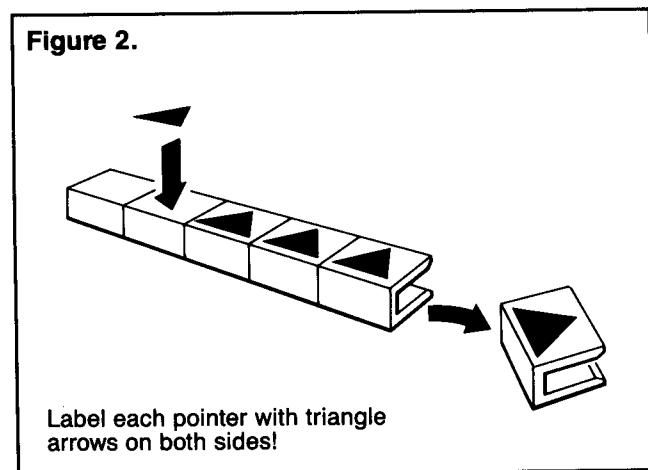
Be the first player to reach the Finish space by correctly guessing how teens across the country voted on 90210 situations and teen themes!

WHAT YOU MAKE:

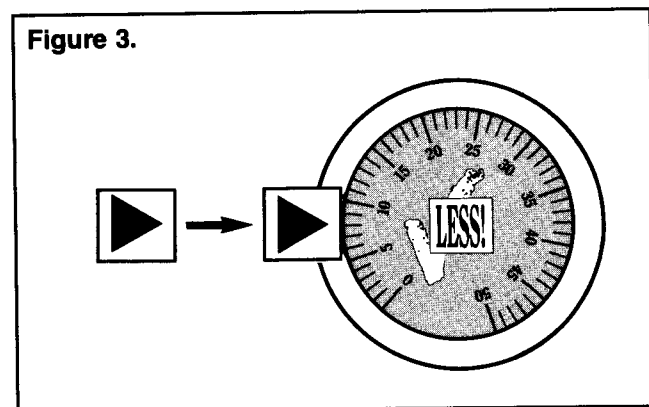
1. Carefully detach the parts sheet from the gameboard. Punch out the 4 voting discs from the parts sheet. See Figure 1. Discard cardboard waste.



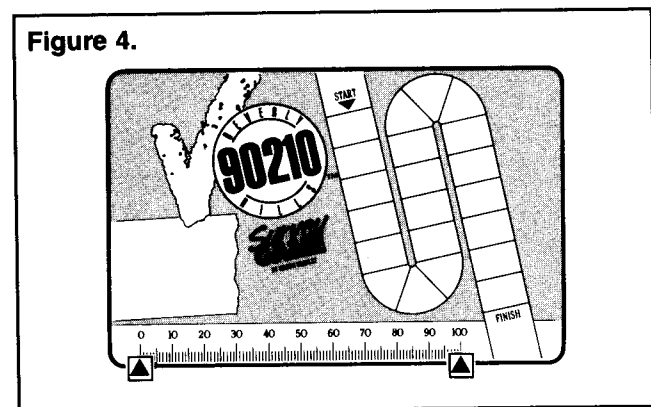
2. Take the row of 6 plastic pointers and label each side with triangle arrows as shown in Figure 2. Then carefully snap apart the 6 plastic pointers from each other.



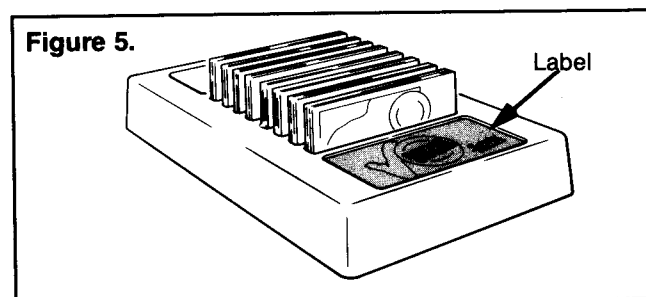
3. Now slide a pointer onto each voting disc as shown in Figure 3.



4. Then slide two pointers onto the gameboard scale and position them as shown in Figure 4.



5. Carefully attach the name-of-game label to the card tray as shown in Figure 5.



TIME TO GET READY!

1. Each player selects one pawn and places it on the Start space on the gameboard. Place any extra pawns out of play.
2. Each player then takes one voting disc. Place any extra discs out of play.
3. Remove one card deck's photo cover card and set it out of play. Shuffle the deck.

TIME TO PLAY!

The youngest player goes first. Play continues clockwise.

The game is played in rounds, one card per round. Pick a player to be the Question Asker for a round. The Question Asker is in charge of reading the card aloud section-by-section and joins in to guess the answers, too! Players may alternate being the Question Asker for each card or the same player can remain in that role for the entire game.

A Card: Check It Out!

There are two questions per card, one on each side. The answers to the questions reflect the responses of 100 teenagers in a particular city. The 100 kids polled could be 100 teenage boys (high school freshmen and seniors), 100 teenage girls (high school freshmen and seniors), 100 high school freshmen (50 boys and 50 girls) or 100 high school seniors (50 boys and 50 girls).

On every question, each player must guess how many teens out of 100 responded in a certain way.

Before the answer is revealed, as many as 2 Prompts for the answer will take place. These Prompts guide you towards the correct final answer.

For example, take a look at the card below.

Location	MINNEAPOLIS, MN (Metro Area) 55469	
Situation	Brandon skipped school to appear on a popular TV show.	
Question	Out of 100 high school seniors in Minneapolis, Minnesota, how many agreed with what Brandon did?	
First Prompt	More or Less than 68 seniors	L
Second Prompt	More or Less than 92 seniors	M
Final Guess	The answer is...	50

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Ignore these! These answers are for the flip side of the card.

For this card, 100 high school seniors (boys and girls) from Minneapolis, Minnesota, were asked if they thought it was O.K. for Brandon to skip school.

To discover the *number* of kids who agreed with what Brandon did, players make as many as 3 *guesses*: a guess after the First Prompt; another guess after the Second Prompt; and a guess for the Final Answer.

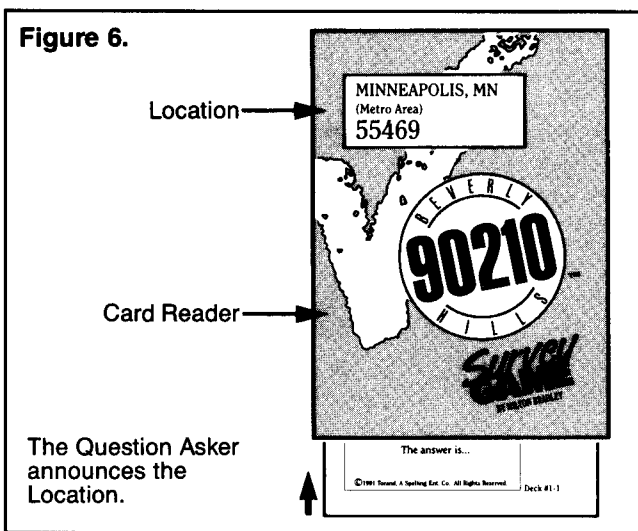
NOTE: The answers for this card appear on the flip side (to keep them secret).

A Round of Play

1. The Card Reading

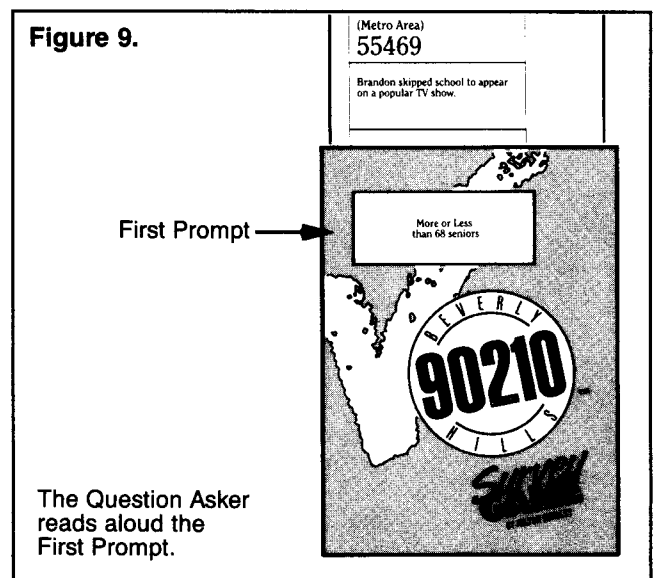
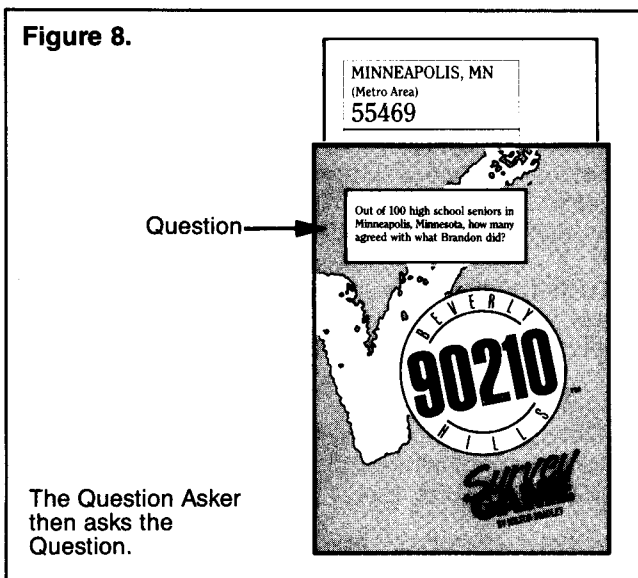
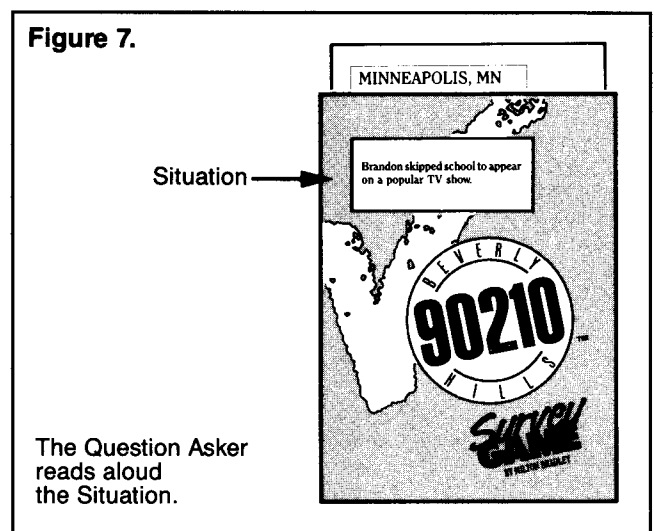
The Question Asker takes one card from the shuffled deck and inserts it into the card reader as shown in Figure 6, keeping the reader flat on the table. The Question Asker then announces the Location to all players.

IMPORTANT: The card's answers are shown on the back of the card so always keep the reader flat.



The Question Asker continues to slide the card up and reads aloud the following sections: the Situation, the Question and the First Prompt. See Figures 7-9.

CAUTION: Don't read any further than the First Prompt. Stop at its bottom line!



2. The First Guess

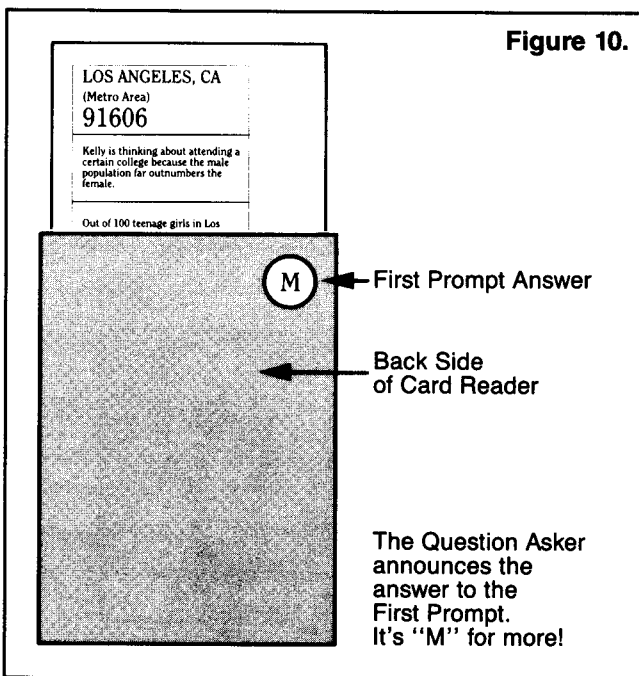
After the First Prompt, everyone (including the Question Asker) must guess whether MORE than that number of teens responded to the Question that way—or LESS than that number did!

To guess, each player secretly selects one side of his or her voting disc as an answer: MORE or LESS.

REMEMBER: Vote how teens in that specific location answered the Question and note whether the teens polled were high school freshmen or seniors OR teenage boys or girls!

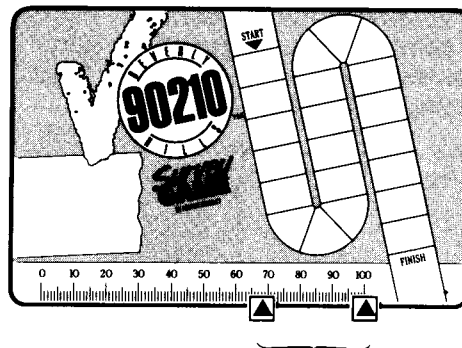
Then, on the count of three, each player places his or her disc on the table, showing either MORE or LESS.

After all players have voted, the Question Asker turns over the reader and reads aloud the correct answer. An M for "MORE" or L for "LESS" will be shown in the cutout circle. See Figure 10.



The Question Asker then slides a gameboard pointer to the number identified in the First Prompt. (This will help guide players in their Final Guesses.) See Figure 11.

Figure 11.



The Question Asker moved the pointer to 68. The next Prompt will fall between 68 and 100.

Any players who guessed incorrectly are out of the round. If all players guessed incorrectly, draw a new card and start a new round.

Any players who guessed correctly move their pawns ahead ONE space on the gameboard, and go on to make a Second Guess—even if there is only one player left!

3. The Second Guess

Now the Question Asker slides the card up until the Second Prompt is shown and reads it aloud. See Figure 12. Guessing, revealing the answer and marking the gameboard are the same as above. See Figures 13 and 14.

Incorrect guessers are out of the round. Any players who guessed correctly move their pawns ahead ONE space on the gameboard, and go on to make a Final Guess—even if there is only one player left!

Figure 12.

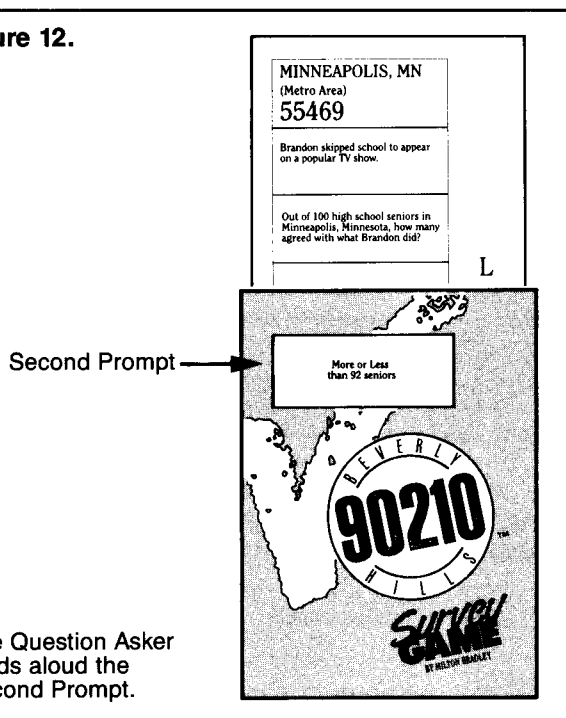


Figure 13.

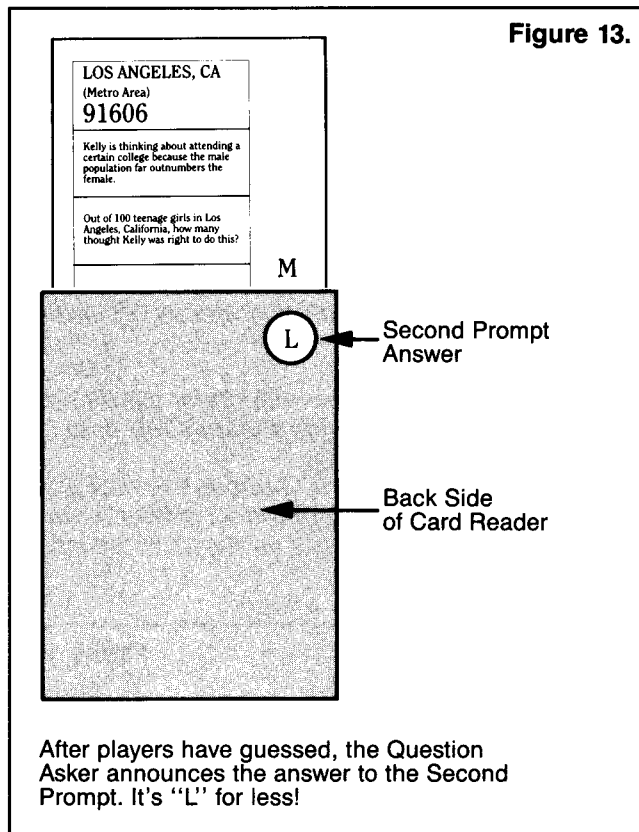
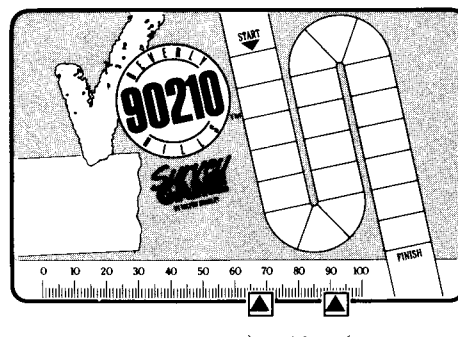


Figure 14.

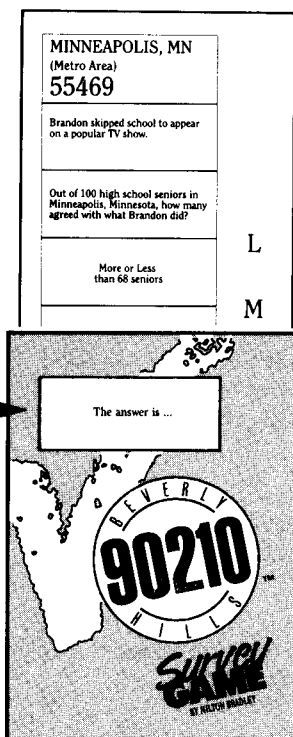


The Question Asker moved the other pointer to 92. The Final Answer lies somewhere between 68 and 92.

4. The Final Guess!

Now the Question Asker slides the card up to the Final Guess section. See Figure 15.

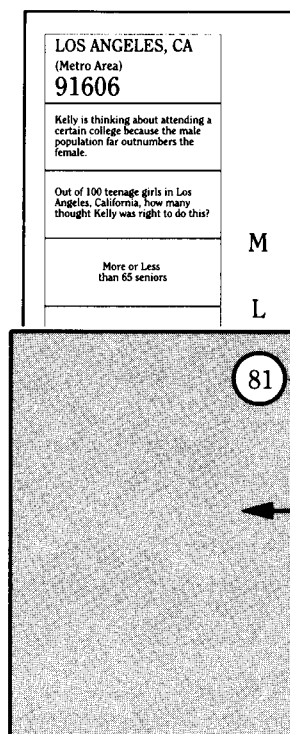
Figure 15.



The Question Asker slides the card up to the Final Guess section.

On the count of three, players show their guesses. The Question Asker then reads aloud the Final Answer shown on the back of the reader. See Figure 17.

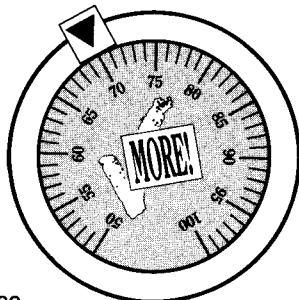
Figure 17.



The Question Asker announces the Final Answer. It's "81"!

The remaining players make their Final Guesses by using the pointers on their voting discs to select their numbers. See Figure 16.

Figure 16.



Secretly select a number between 68 and 92 on your voting disc. You choose 70 as your Final Guess!

Any players with numbers within 5 points of the correct answer move their pawns ahead TWO spaces on the gameboard. Players within 10 points of the correct answer move ahead ONE space on the gameboard. Any players with answers out of this range do nothing—sorry, better luck on the next card!

BONUS! If you guessed the exact number of the Final Answer, you move ahead THREE spaces on the gameboard! Congratulations!

New Round = New Card

The Question Asker now takes a new card and starts a new round of play. In future games, remember to use the flip side of the cards, too!

WAY TO GO! YOU'VE WON!

The first player to reach the Finish space is the winner.



:the fan club.

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P.O. Box 5600

Beverly Hills, CA 90209

or call:

1-415-597-5520

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