

For 2 or more players
Ages 10 and up

modern family™

game rules



Object:

Be the first player or team to fill your score board with the 30 tokens needed, and get your family back to their home.

Contents:

Game board, 3 scoring boards, 90 scoring tokens, 75 Modern cards, 75 Family cards, 75 Parenting cards, 50 Interview cards, 25 Event cards, 3 family movers, 3 mover stands, 2 dice, label sheet

Set-Up:

Place the board in the center of the playing area. Separate the 5 different card decks and place them, face down, on the areas marked on the game board.

On one game die, in any order, place the labels “1”, “2”, “3”, yellow, red, blue.

On the other game die, in any order, place the labels “2”, “2”, “2”, “3”, “3”, “4”
Place the tokens off to the side. Insert each mover into a mover stand.

- For 2-3 players: each player gets a mover and a matching scoring board (match the color border of the mover with the border of the scoring board).
- For more than 3 players: divide players into 2 or 3 teams. Each team gets a mover and matching scoring board.

While each team has to collect 30 tokens to win, they don't have to win the same amount in each category (Parenting, Family and Modern) as you'll see on the scoring boards.

Place each mover inside their own home spaces (Dunphy family in the Dunphy home, etc.).

Playing:

The player or team with the youngest player goes first, then play moves to the left. On your turn roll both dice.

- If a number comes up on both dice, combine the numbers and move that many spaces in any direction. You may only move in one direction – not back and forth – on each turn.
- If a welcome mat color comes up on one of the dice, you may choose to move the number of spaces on the other die or go directly to that family's welcome mat.

If your own family's home is rolled, you must go to your welcome mat.

Special Spaces:

There are 5 types of special spaces that you can land on. Each type of special space has a corresponding deck of cards.

Parenting, Family, and Modern cards:

When you land on one of these spaces, the player to your left takes the top

card from the corresponding deck. On the other side will be either a trivia question or a charade that gets acted out.

If it is a trivia question, the player to your left reads it out loud to you along with the three possible answers. Score 3 tokens if you answer correctly! Place the 3 tokens in the color area on your scoreboard that corresponds to the color band on the card (Yellow for Family points, Red for Modern, and Blue for Parenting)

If it is a charade:

- With 2 or 3 players, the player to your left (who drew the card) does the charade for all other players to guess. If guessed correctly the acting player and the player who guessed correctly each get 1 token to place in the designated color area. If players “give up” before the charade is guessed, no tokens are awarded.
- With four or more players, the player to your left (who drew the card) looks at the charade, then gives it to you to act out, using standard charades rules. All other players try to be first to guess the charade. If someone gets it right, that person (or their team) and you (your team) each get one token to place in the designated color area. If someone from your own team guesses the charade, then your team gets both tokens.

The player who handed you the card can call “time” after 30 seconds if no one comes up with the answer. In that case, no tokens are given.

Interview cards:

Read the top interview card whenever you land on your own family welcome mat. If you discuss the topic on the card, you get 1 token to place anywhere on your scoring board.

Event cards:

These cards discuss an event that certain family members were involved in and award a specified token amount. If the event on the card involves your family you get 2 tokens instead of 1.

Once you have all the tokens needed for any category, treat those spaces as regular spaces.

Landing on an Occupied Space:

When your mover lands on a space occupied by another mover, you immediately get one token to place anywhere on your scoring board. Then take both movers and move them to the other player’s welcome mat. That other player (or team) gets an interview card. (NOTE: You may never land on a space already occupied by two movers.)

Ending and Winning the Game:

Once your team has collected all 30 tokens, you must get your mover home. You do not need to roll an exact count to get home; just enough spaces to get back to your welcome mat, plus one more space into your home.



We appreciate your comments on Modern Family. Please send your correspondences to:

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