

For 2 to 4 players

Ages 7 and up

Big NATE

BIG NATE'S DETENTION DASH GAME RULES



OBJECT:

Be the player with the fewest detentions and fail cards at the end of the game.

CONTENTS:

Game board, 33 Big Nate action cards, 40 report cards (8 each of 5 different colors), 40 detention cards, 4 class schedules, 5 movers (Nate, Francis, Teddy, Gina, Jenny), Artur mover, 5 mover bases, game die, label sheet, pad of paper.

SET UP:

Place the game board in reach of all players.

Mix the action cards and place them, face down, in a deck near the game board. Separate the five different colors of report cards. Mix each deck and place it, face down, off of the board, near the classroom with the corresponding color. Place the detention cards face up near the Detention room.

Remove the labels (2 through 6, bell) from the sheet and place one label on each side of the game die in any order. Place Artur in a mover base and put him in Home Room/Social Studies.

Each player chooses a mover and places it in a stand. Place all active movers in Home Room/Social Studies. Since Mrs. Godfrey is in a bad mood, each player gets one detention card to start.

Each player takes a class schedule. Players will move from class to class in the ORDER that their schedule is written, top to bottom. Players may share spaces on the game board.

PLAYING:

The player whose birthday is coming the soonest starts the game, then play moves to the left.

Every turn has two parts:

- moving
- and
- completing an action card

Moving:

Roll the game die and move that number of spaces on the game path. Always move in one direction only. **A classroom door and the classroom itself together count as one space.** You do not have to land in your next classroom by exact count.

If you roll the bell: any player who is on one of the six hallway spaces gets a detention card (but stays on the space that they're on).

Completing an Action Card:

After moving, take the next part of your turn by choosing the top card from the action card deck, reading it out loud, and following the directions. Afterwards, discard that action card. This ends your turn.

Types of Action Cards:

MOVE ARTUR:

These cards tell you to move Artur. All players whom Artur passes or lands on (even in a classroom), get a detention card. When moving Artur out of a classroom, exit from the door and along the hall. During the game, any player who passes or lands on the space where Artur is, receives a detention card.

DETENTION:

Any time a player uses an action card that sends you to detention, move to the Detention room and take a detention card.

TURN IN DETENTION CARD:

These cards allow you to turn in one or maybe two detention cards. These cards are returned to the deck.

COACH JOHN:

These cards are played simultaneously by all players. Any player who doesn't listen to Coach John gets a detention.

IN A CLASSROOM DETENTION CARD:

These cards cause any player who is currently in any classroom to get a detention card. Players stay in the room that they are in.

Landing in a Classroom:

When a player lands in a classroom (by moving or trading places), the player takes one report card from the room IF it is the next class on their schedule. The player places it in front of them and cannot look at the pass/fail side until the end of the game.

TWO-PLAYER GAME:

In the two-player game, players must go through their schedule, in order, twice.

ENDING AND WINNING THE GAME

The game ends when one player has a report card from each classroom on their schedule. That player gets to discard two detention cards.

Players now turn over their report cards. Add the number of your detention cards to your FAIL grades. Then subtract your PASS grades. The player with the smallest total wins. The player with the **largest** total is most like Nate!



BIG NATE ® © 2012 by United Feature Syndicate, Inc.
All rights reserved.

VISIT OUR WEBSITE AT:
WWW.PRESSMANTOY.COM

We appreciate your comments on this game. Please send your
correspondence to:

Pressman Toy Corporation
121 New England Ave.
Piscataway, NJ 08854-4126

Our customer service department can be reached Monday through
Friday (except during holidays)
from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

 **Pressman**®

© 2012 Pressman Toy Corp., New York, NY 10011.

#3720-0710