

For 3 to 6 adult players

New Girl™

GAME RULES

OBJECT:

Be the first player to reach the Finish space.

CONTENTS:

Game board,
231 cards (85 Trivia,
35 Crazy, 75 Shenanigans,
30 Songs), 6 movers,
6 mover stands, marker pawn,
6 Feeling Stick cards,
trivia reveal lens.

SET-UP:

Mix the individual card decks—
Trivia, Shenanigans and Songs—
and place them near the game
board. Each player takes a mover
and places it in a mover stand.
Place all active movers at Start.
Place the marker pawn on the left-
most Trivia space (this is round 1)
at the bottom of the board. Each
player takes the Feeling Stick card
that matches the outline of their
mover.



PLAYING:

The game is divided into 5 rounds. In each round, play begins with one player and turns pass to the left until each player has had one turn. Then it's on to the next round. After each round, move the marker pawn to the next round space on the board. If the marker makes it to the last Trivia space and the game's not over, start moving the marker back the other way, one space at a time, until there is a winner.

Round 1 -Trivia Cards

The shortest player starts the game, then play moves to the left. The first player takes the top Trivia card.

There are two things that a card marked "Trivia" might be:

An actual trivia card: The player reads it aloud and answers the multiple-choice question. Then, using the reveal lens, they look at the bottom of the card to see if they answered correctly. If they did, they move ahead one space. If the player's answer is incorrect, they announce that they got it wrong. The first of the remaining players to place their Feeling Stick card on the picture of Jess (with the toothbrush) gets to answer the question now. If correct, that player advances one space and takes back their Feeling Stick card. Either way, the next player takes their



turn (a second player does not get to try to answer the trivia question) by taking the next Trivia card for their turn.

A surprise crazy card: The player reads the directions out loud and must do that action in order to move ahead 2 spaces. The player may opt out and not move on the board. Whether or not the player chooses to do the action, the player who is farthest behind will get the opportunity to do the same action. If successful, they move ahead 1 space. Play continues with each player drawing a “trivia” card; then move the marker pawn one space to the next round.

Note: Players can be on the same space during the game.

Round 2 -Shenanigans:

One player draws a Shenanigans card and reads it aloud. Players think to themselves who in the group, including themselves, is most likely to do that shenanigan. When all are ready, the player says aloud, “One, two, three!” At three, all players point to the player they think is the one most likely to do that shenanigan. All players then advance one space for each player who agreed with them, not counting themselves. Play continues until each player has had one turn, then move the marker pawn one space to the next round.

Round 3 -Trivia

This is played the same as round 1.

Round 4 -Songs:

On your turn draw the top Songs card. Read it aloud up to the first blank on the card. The first player to lay down their Feeling



Stick card on the picture of Jess gets to fill in the blank with one or more words of their choice. After saying their answer, the player takes back their Feeling Stick card. The reader continues to the second blank. Again the first player to lay down their Feeling Stick card gets to fill in the second blank with one or more words. Now, the reader can either read the whole card, remembering and adding the other players' words, to advance one space or they can sing the whole thing and advance two spaces. The other player(s) advance one space for each blank they filled in. Play continues until each player has had one turn as reader, then move the marker pawn one space to the next round.

Round 5 -Trivia:

This is played the same as Round 1. If the game is not over after this round, move the marker pawn one space back the other way, and continue playing rounds until the game is over.

ENDING AND WINNING THE GAME:

The first player to make it to Finish is the winner. If more than one player makes it to Finish at the same time, they can all go out on a date together.

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®

©2013 Pressman Toy Corporation,
New York, NY 10011. Made in China.

New Girl™ & © 2013 Twentieth Century Fox Film Corporation.
All Rights Reserved.

VISIT OUR WEBSITE AT:

WWW.PRESSMANTOY.COM



#5234-0710