

THE ACTION CARDS (CONTINUED)

DATE SWAP!
ALL PLAYERS
GIVE THEIR
PROFILE AND
TRAIT CARDS TO
THE PLAYER ON
THEIR RIGHT.

All players must pass their profile card and all in-play trait cards to the player on their right. If you have no trait cards in play, pass only your profile card.

**ALL PLAYERS
PASS ONE
TRAIT TO
THE LEFT.**

Choose 1 in-play card and pass it to the player on your left. If you have no cards in play, do nothing.

**SWAP ONE
OF YOUR
TRAITS WITH
ANOTHER
PLAYER.**

Switch one of your in-play trait cards with another player's.

**PICK ONE
PLAYER
TO LOSE
A TRAIT.**

The player of your choice must discard one of their in-play trait cards.

DATE SABOTAGE!
YOUR DATE
DELETED THEIR
PROFILE.
YOUR TURN
IS OVER!

Use this card to stop the current player's action or turn. Play this card at any time (even if it's not your turn).

NOTE: It's okay to play an additional Sabotage card on top of a Block card.

**BLOCK!
NOT TODAY,
SABOTEUR!**

Block: Play this card at any time to counteract a Sabotage card.

NOTE: Sabotage and Block cards may be played at any time—not just on your turn!

ADULT
E4981



2-4
PLAYERS

Mystery Date[®] Catfished_x

DATING IN THE DIGITAL AGE

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CONTENTS

GAMEBOARD • MYSTERY DOOR • 10 PROFILE CARDS • 30 TRAIT CARDS •
20 ACTION CARDS • 5 DOOR CARDS • 4 PAWN STANDS

OBJECT

Be the first player to collect and play 3 trait cards of the same color, then open the Mystery Door without getting catfished!

THE FIRST TIME YOU PLAY

Carefully detach the game parts from their cardboard sheets and remove all plastic parts from the runner. Discard the waste responsibly.

ASSEMBLE THE MYSTERY DOOR

There are 9 pieces that go together to form the Mystery Door.

- Door front • Door back • Doorknob (2 pieces) • 5 Door cards

- 1. Stack the Door cards in a pile in order, from 1 to 5, so that card 1 is on top and 5 is on the bottom. Set aside.**

2. Put the round doorknob piece through the hole in the door front, then snap the fastener so it's flush against the back of the doorknob.



- 3. Place the door back in front of you so the hinges are on the left with the rounded edge facing up.**



- 4. Take the stack of Door cards and slide them over the hinges so that card 1 is facing up.**



- 5. At a slight angle, insert peg on top of door front into hole on top of door back. Then straighten door and snap bottom peg into bottom hole.**



6. Insert the mystery door into the gameboard by sliding the tab on the right side of the door into the large slot on the board. Then push the door hinges on the other side into the two smaller slots.



SET UP

- Select a Profile card as the “mystery date” you’d like to get to know better, and insert it into your pawn stand so everyone can see.
- Shuffle the trait and action cards together, and deal 4 to each player. Place the remainder of the deck facedown on the draw pile to the left of the door.

HOW TO PLAY

The player who most recently went on a date goes first.

Your goal is to earn a chance to open the door by collecting and playing 3 matching-color trait cards. But look out—the other players can steal your cards, sabotage your dates, and ruin your chances of finding love in the digital world!

ON YOUR TURN

Each player must DRAW and PLAY a card on every turn.

DRAW:

- **Take a card from the deck. You may choose to play it immediately or add it to your hand.**

PLAY:

- You may play a trait card or an action card.
- In order for a trait card to be considered “in play,” it must be placed face up in front of you. You can have as many trait cards in play as you want.
- If you play an action card, read it aloud and follow its directions, then discard.

See: THE ACTION CARDS

Once you've drawn and played a card, your turn is over and play passes to the left.

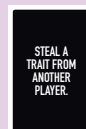
HOW TO WIN

Have you got 3 matching trait cards in play? Great! It's time to open the door. Turn the knob a few full rotations, then open it up.

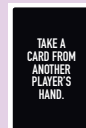
Did you reveal a date card? Congrats, you've won the game! Now read your date card aloud using your trait cards to fill in the blanks!

Did you get catfished? Ugh, too bad. You must now discard all in-play trait cards and start fresh. The game continues until someone opens the door to a date. Better luck next time!

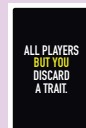
THE ACTION CARDS



Steal an in-play trait card from the player of your choice.



Choose a player at random and blindly take a card from their hand. You may not take a card that's in play.



All players but you must discard one of their in-play trait cards.

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