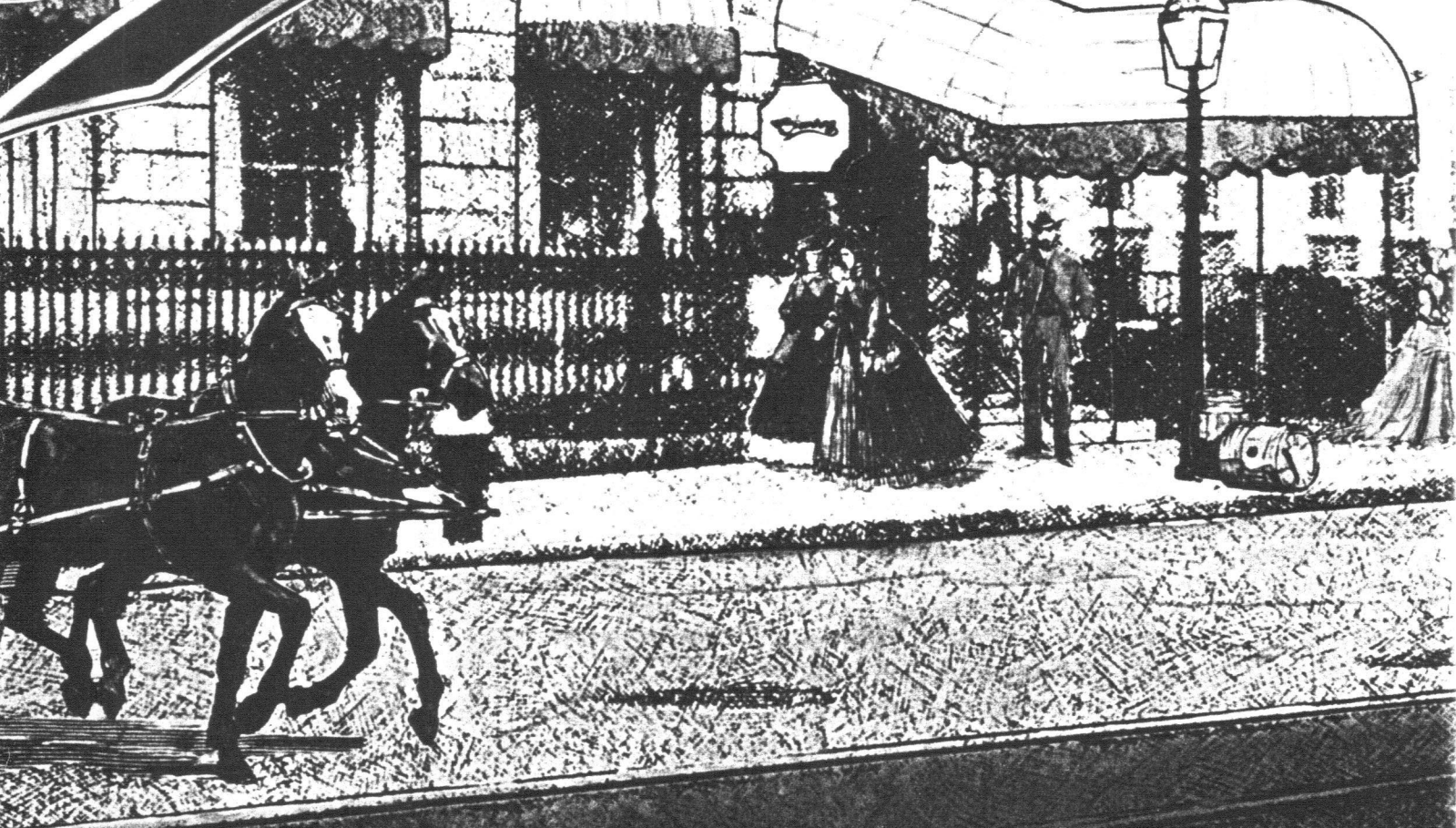


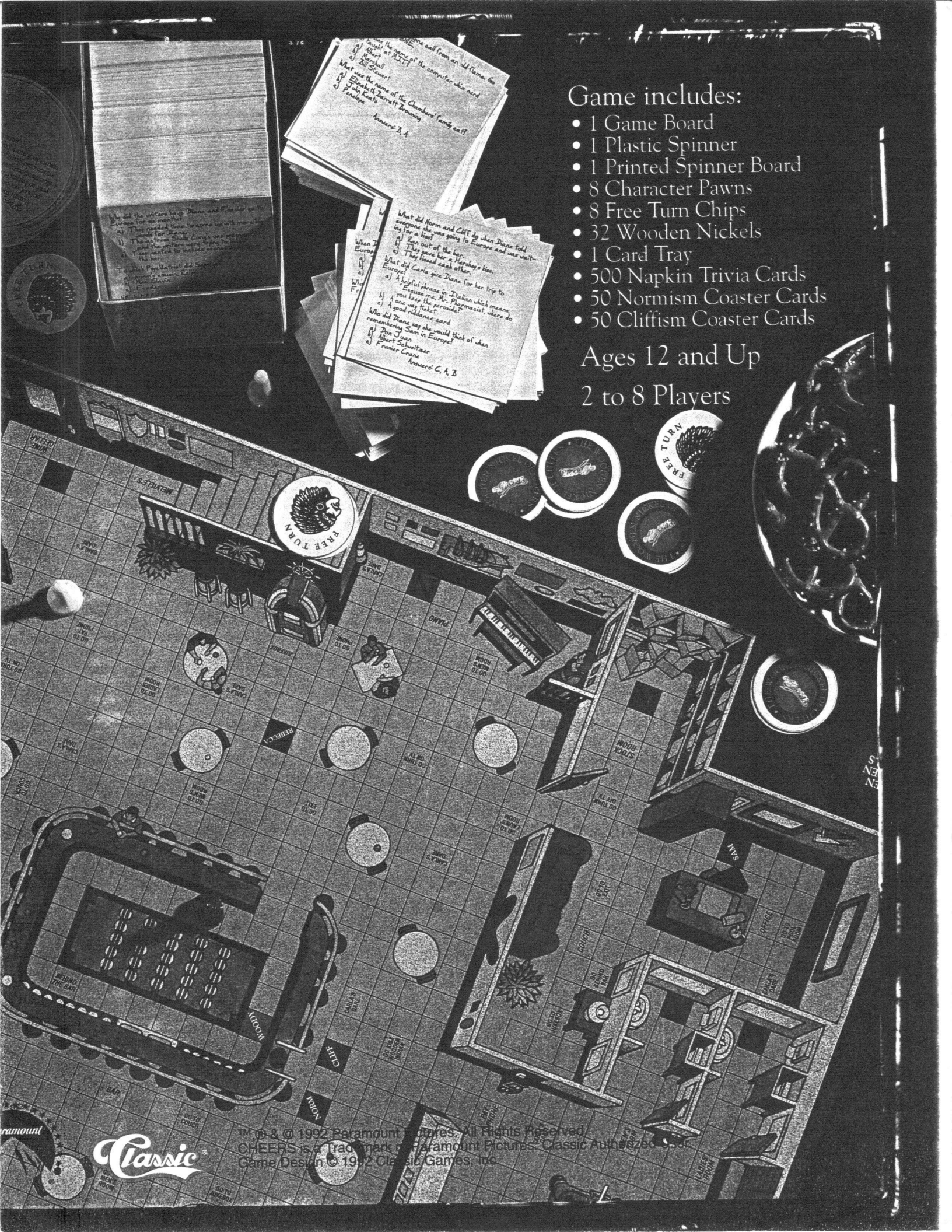
# Phoebes<sup>TM</sup>



A Fun Trivia Game About  
America's Favorite  
Neighborhood Tavern

*Classic*<sup>®</sup>





## Game includes:

- 1 Game Board
- 1 Plastic Spinner
- 1 Printed Spinner Board
- 8 Character Pawns
- 8 Free Turn Chips
- 32 Wooden Nickels
- 1 Card Tray
- 500 Napkin Trivia Cards
- 50 Normism Coaster Cards
- 50 Cliffism Coaster Cards

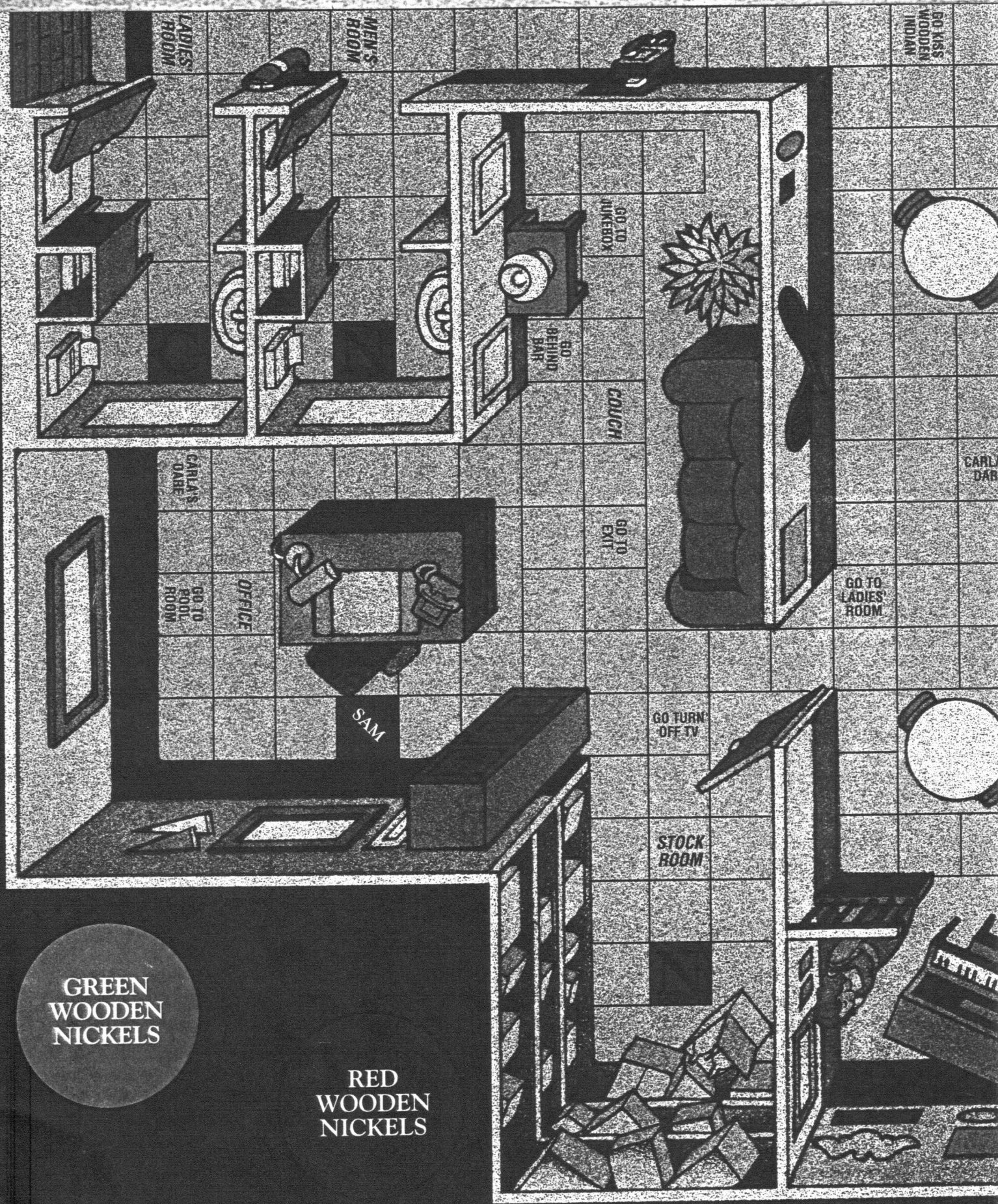
Ages 12 and Up

2 to 8 Players

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 Game Design © 1992 Classic Games, Inc.

Classic





LADIES ROOM

MEN'S ROOM

GO KISS WOODEN INDIAN

GO TO JUNGLEBOX

GO BEHIND BAR

COUCH

CARLA'S CABE

GO TO FOOD ROOM

OFFICE

GO TO EXIT

GO TO LADIES ROOM

SAM

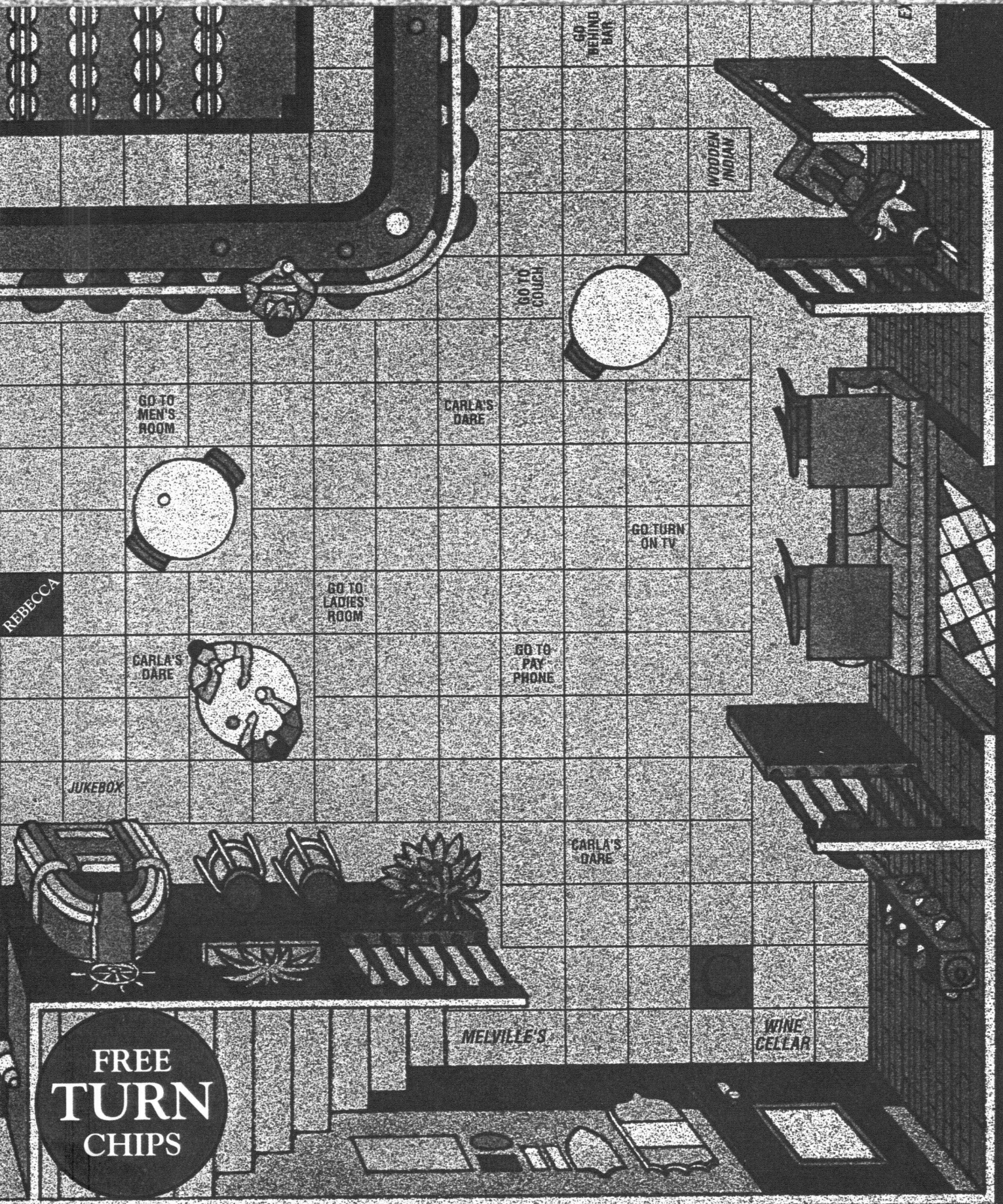
GO TURN OFF TV

STOCK ROOM

GREEN WOODEN NICKELS

RED WOODEN NICKELS





GO BEHIND BAR

WOODEN INDIAN

GO TO COUCH

GO TO MEN'S ROOM

CARLA'S DARE

GO TURN ON TV

REBECCA

GO TO LADIES' ROOM

CARLA'S DARE

GO TO PAY PHONE

JUKEBOX

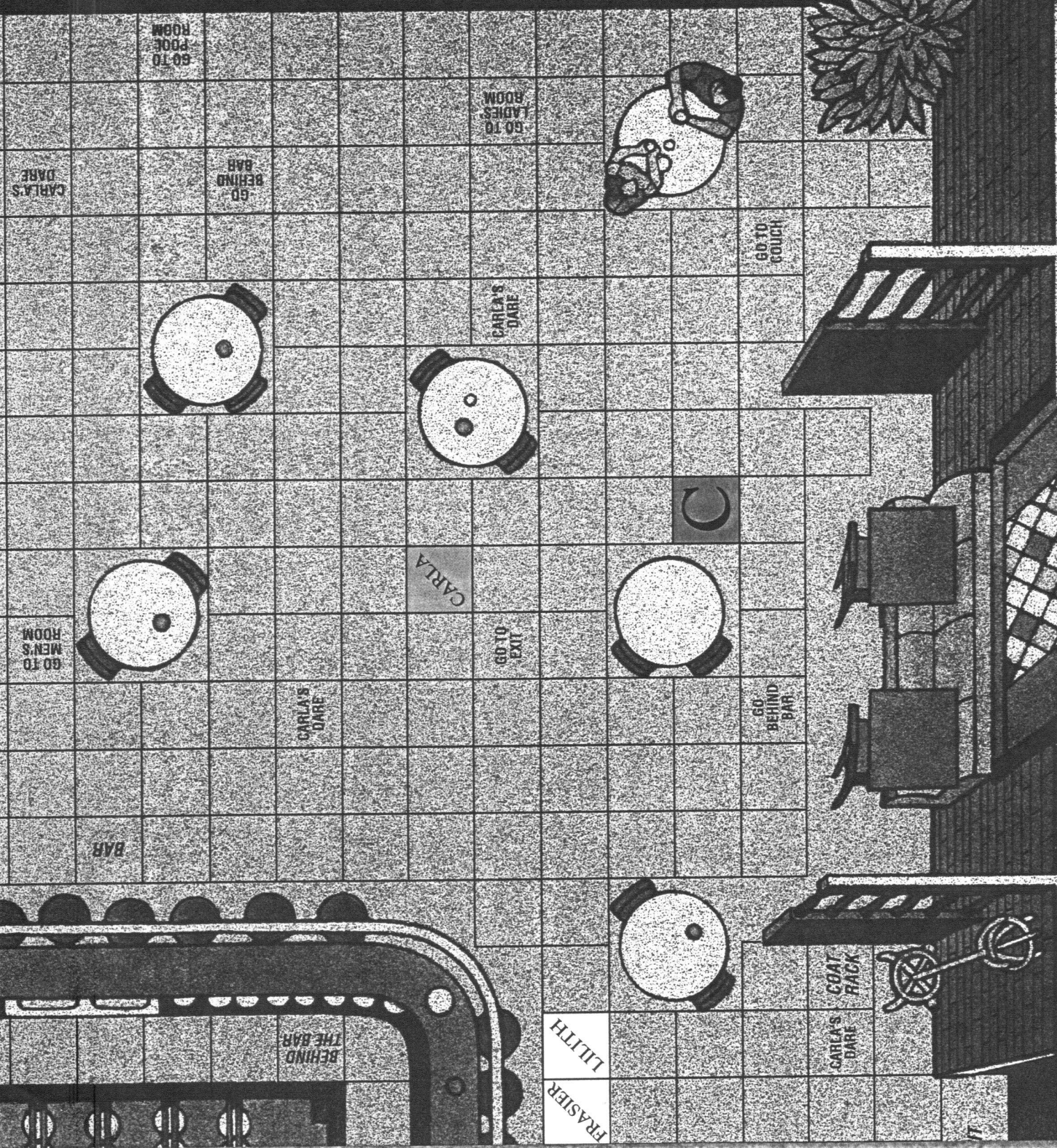
CARLA'S DARE

MELVILLE'S

WINE CELLAR

FREE  
TURN  
CHIPS





GO TO  
POOL  
ROOM

GO TO  
LADIES  
ROOM

CARLA'S  
DARE

GO  
BEHIND  
BAR

GO TO  
COUCH

CARLA'S  
DARE

CARLA

GO TO  
MEN'S  
ROOM

GO TO  
EXIT

GO  
BEHIND  
BAR

CARLA'S  
DARE

BAR

BEHIND  
THE BAR

LITTH

FRASIER

CARLA'S  
DARE

COAT  
RACK



NORMISMS

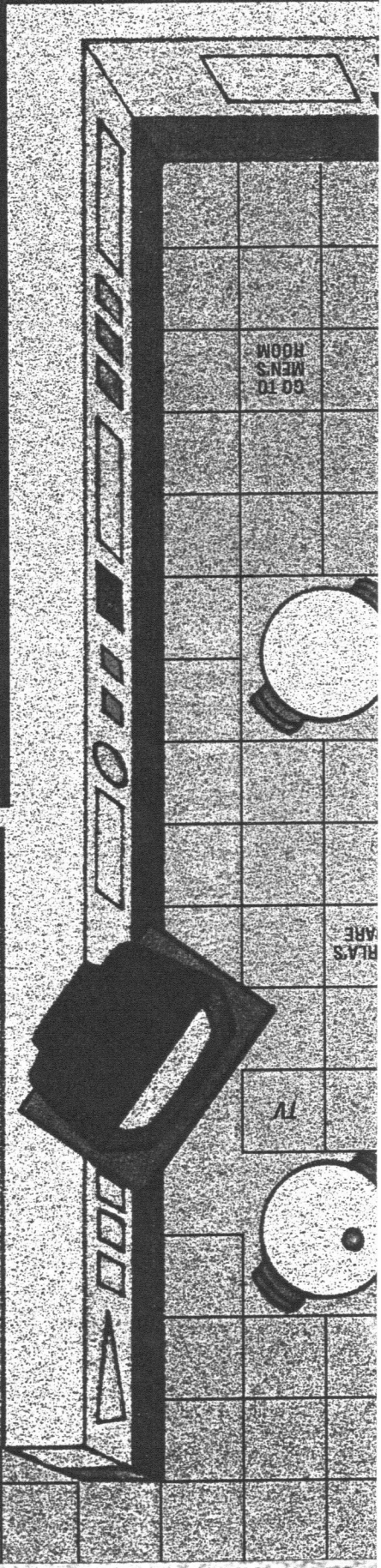
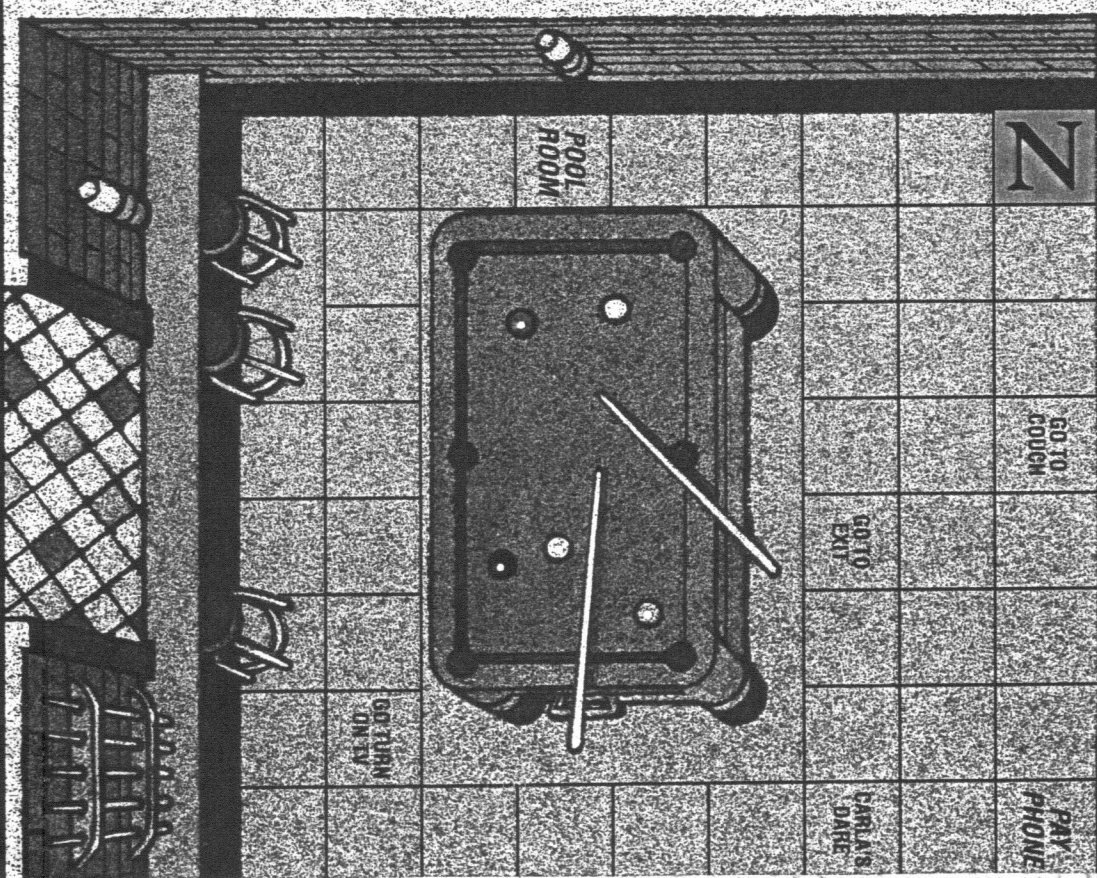
# N

BLUE  
WOODEN  
NICKELS

CLIFFISMS

# C

PURPLE  
WOODEN  
NICKELS







## CONTENTS

- 1 Game Board
- 1 Plastic Spinner
- 1 Printed Spinner Board
- 8 Character Pawns
- 8 Free Turn Chips
- 32 Wooden Nickels
- 1 Card Tray
- 480 Napkin Trivia Cards
- 50 Normism Coaster Cards
- 50 Cliffism Coaster Cards



## OBJECT OF THE GAME

To win. What else?



## AND, HERE'S HOW TO GET STARTED

First of all, everybody pick a colored pawn that represents the Cheers' character that most closely resembles your own personality and place it on its matching colored square on the game board. You can choose from: Carla (pink), Cliff (red), Norm (brown), Frasier (yellow), Lilith (white), Sam (blue), Rebecca (purple), or Woody (green). For those of you who think the cards are big blocks of paper wrapped in cellophane – Wrong! You must unwrap them. The round ones go face down on the Normism and Cliffism spaces on the game board and the square ones go in their own tray (you know, the one they were in inside the box). Next, if you haven't done it yet, punch out the Wooden Nickels and place them on the spaces indicated on the game board (yes, the color on the nickel matches where it goes on the board). Don't forget to punch out the Free Turn Chips and place them on the board on their spot, too (next to Melville's). Also, while you are punching, punch the printed spinner board out. And, the spinner will be much easier to use if you carefully punch the plastic spinner piece through the spinner board.



## THE SPACES ON THE BOARD AND WHAT THEY MEAN

**Starting Squares** – The color of each character's Starting Square matches the color of the character pawn. Everybody starts the game on their own colored square.

**Wooden Nickel Spaces** – You must land on Wooden Nickel Spaces and correctly answer a Normism or Cliffism to get a Wooden Nickel. You need to get one Wooden Nickel of each color (blue, green, purple, and red) to win the game. We have made it easy on you by putting eight of these squares on the board – two of each color. They are the color squares with an "N" or a "C" (for Normisms or Cliffisms) on them.

**Directional Spaces** – The Directional Spaces send you to another space on the board. If you land on one after moving your character, you must go where directed and then answer a trivia question to determine if you continue playing. ("Go to Exit" for example, would send you to the space labeled "Exit.") These can be helpful to move around the board more quickly. These are good things, so use them.

**Carla's Dare Space** – When you land on a Carla's Dare Space you can dare another player to do something fun. (Goofy things like hop on one leg, sing "Happy Birthday," get everyone a refreshment, etc.) If the other player carries off the dare, they get a Free Turn Chip that they gotta use on their next turn. If they don't use it, they lose it. If they don't carry off the dare, you get a free turn right then. It's up to you guys

to figure out if they pulled off the dare. You can make up whatever you want as your dare. If you can't think of any, here's a few we came up with:

1. Sing the theme song of Cheers
2. Let another player restyle your hair
3. Get everyone a refreshment
4. Bark like a dog for 15 seconds
5. Hop around the room for one minute
6. Kiss the person to your right
7. Name five popular bands from the 70s within 15 seconds without saying "Uh" or "Um"
8. Say the alphabet backwards within two minutes
9. Recite the "Pledge of Allegiance" all the way through on one try
10. Give an impersonation of your Cheers character



## NOW LET'S GET ON WITH IT

Everybody spins (no, don't get up and spirt around, spin the spinner) to see who goes first. The person with the highest spin starts the game. In case of a tie, have a spinoff (we don't really know what that is, but it sounds good). Spin again if the pointer lands on a line.

The person starting the game spins again and moves his character the number of spaces shown. You can move horizontally, vertically, or diagonally, but you can't land twice on the same space during one move. This is sometimes harder than it sounds. International mothers' rules apply in this game: no jumping on or over the furniture or through walls. You don't do it at your house, what makes you think you can do it here?

After moving your character, you have to answer a question from the trivia cards, the ones that look like beverage napkins. The person on your right asks you the question. How do you know which question to ask? You match the color the spinner is pointing to with the color of the question on the trivia card. Clever – huh? If you answer the question correctly, you get to go again. If you miss it, the person to your left goes, and so on. We haven't set a time limit on how long a person can take to answer a question, but you can if you're playing with one of those slow-pokes.

What now? You keep playing until you can land directly on a Wooden Nickel space. You can move horizontally, vertically, or diagonally, but you must hit it exactly. The object here is to collect one each of the four different colors of Wooden Nickels. It doesn't matter which color square or which letter ("N" or "C") you attempt first. When you land on a Wooden Nickel space, the person to your right asks you a Normism or Cliffism (whichever corresponds to the space you landed on).

**Normisms (N)** – These are quotes of Norm's where you fill-in-the-blank. Just try to think of what Norm would say. The answers are on the bottom of the cards.

**Cliffisms (C)** – These are quotes of Cliff's. You have to identify whether Cliff actually said them or not. ("Yes, Cliff said this" or "No, Cliff did not actually say this" is how this works. "Yes" or "No" is printed on the bottom of the card. Careful, these are tricky.)

When you're right, you're right, and you get a Wooden Nickel that matches the color of the space you are on. If you're wrong, the next person takes their turn and you have to wait for your next turn to do anything about it. When your turn comes back around, you have to spin again, move off the

more . . .

