

The SASSY™

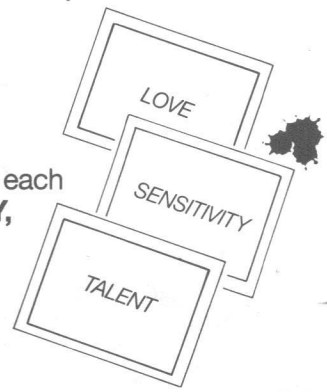
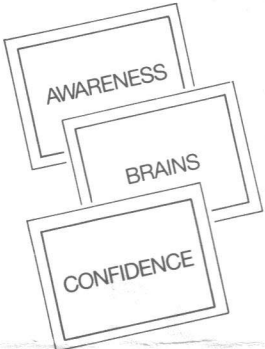
EXPERIENCE Game

INSTRUCTIONS

This game is All About You...And Your Friends! You'll get to say what you think! Are you SASSY enough to share your secrets?

AGES: The SASSY Age **PLAYERS:** 3 to 6

OBJECT OF THE GAME: To be SASSY by being the first player to win one each of 6 Awards: **AWARENESS, BRAINS, CONFIDENCE, LOVE, SENSITIVITY, TALENT.**



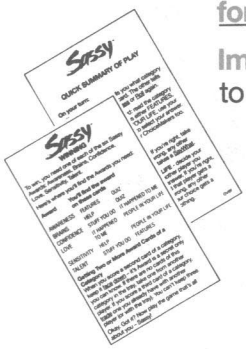
- EQUIPMENT:**
- 150 SASSY Cards
 - 2 Special Dice
 - 6 ChoiceMakers (give one to each player)
 - 6 Sassy/Not Sassy Voting Cards (give one to each player)
 - 60 SASSY Awards, 10 for each category
 - 12 SayWhat Cards
 - Plastic Game Tray
 - You'll need a clock or a watch with a second hand
 - Quick Reference Cards
 - 2 Quick summary of play
 - 2 Winning



GETTING STARTED

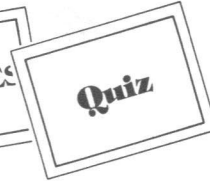
When does the fun begin? Really soon, but if you're playing for the first time, somebody has to read all the rules so you'll know what's going on. Before we get to the details, check out the Quick Reference Cards in the Sassy Card Deck for a summary of game play.

Important: apply all color stickers to one die and apply all black and white stickers to other die.





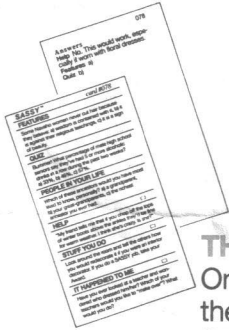
1. Sort the awards by type, name side up, (Help, Stuff You Do, It Happened To Me, Features, Quiz and People in Your Life.) Now, shuffle each type separately and put in its compartment in the game tray.
2. Each player gets a ChoiceMaker and a Sassy Voting Card.
3. Put the SayWhat cards in their compartment.
4. Shuffle the Sassy cards and put them question side up in the game tray.
5. Be sure you have a clock or watch with a second hand in order to time challenges.



WHO GOES FIRST? Figure out who goes first by any fair method. Use your imagination. Be Sassy!

THE DICE: Roll both dice on your turn. One die picks the category you'll read on the Sassy card. The other decides what your choices are on your turn:

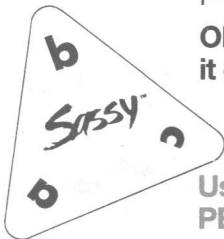
- Play means take your usual turn.
- Play or Pass lets you choose whether to play the category rolled or to pass it (along with the turn) to another player of your choice.
- Bummer means Bummer! You must pass the turn (along with the category) to another player of your choice.



THE SASSY CARDS

On your turn, pick the top Sassy card from the tray. Read outloud the question for the category rolled. These categories are all based on Sassy Magazine. You may find yourself giving advice or expressing your opinions about the stuff you care about. You may get a chance to be creative, by acting out a fantasy or by sharing a personal experience.

Okay, now here's what you do when you roll each category (remember, read it outloud)



Use your ChoiceMaker for these three categories: **FEATURES, QUIZ and PEOPLE IN YOUR LIFE.**

FEATURES OR QUIZ

1. Decide on the answer you think is correct. Hold the ChoiceMaker in your hand so that your choice (a, b, or c) is facing up toward you. Keep it hidden with your fingers. The other players all guess with their ChoiceMakers, too.
2. Everybody reveals their choices.
3. Turn over the Sassy card and read the correct answer outloud. If you made the right choice, you score and take the top Award for the category played. If you goofed, each of the other players who made the right choice each get a SayWhat Card.



People
In Your
Life

PEOPLE IN YOUR LIFE

1. Decide which of the three opinions (a, b, or c) match your own, using your ChoiceMaker. Remember, keep it hidden!
2. The players try to guess your opinion with their ChoiceMaker, keeping their choices hidden.
3. Pick the other player you think guessed your opinion.
4. Both of you reveal your choices. If both of you match, you get an Award for this category and the player you picked gets a SayWhat.

Use your Sassy or Not Sassy Voting Card for these three categories: Help, Stuff You Do, and It Happened To Me.

HELP

1. You'll offer advice to someone with a real life problem (problems are based on letters sent to Sassy).
2. The other players may also suggest advice.
3. After everybody gets talked out, you decide what advice you want to go with.
4. Flip over the Sassy card and read the answer outloud.
5. Using their Sassy/Not Sassy cards, the other players vote whether your advice is close enough to Sassy's to be correct or whether your advice, even if different, would work.

Players vote Sassy, if they like your advice or if it seems like Sassy's. They vote Not Sassy if they think your advice won't work or if it is not like Sassy's.

If you get more Sassy votes than Not Sassy votes, you win a Help Award Card.

If it's a tie, you cast the deciding vote by flipping your Sassy Voting Card in the air. If it comes down Sassy you score. If Not Sassy, that's the breaks!

STUFF
YOU DO

STUFF YOU DO

Now you get to show your talent. Read the card carefully then do what it says. But when the card just asks you to "do some stuff," the other players must decide if you did a Sassy job or not. They do this by voting with the Sassy/Not Sassy cards.

To win an award, you have to get more Sassy than Not Sassy votes. If you get a tie, flip your own Sassy voting card as described under Help.

If another player is involved in a Stuff You Do, that player wins a SayWhat if you score. (But if a vote is needed, she cannot vote).

SASSY

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IT HAPPENED TO ME

Here's where you'll share some secret personal experience with the other players or you may express a wish or tell how you feel, and say what you think.

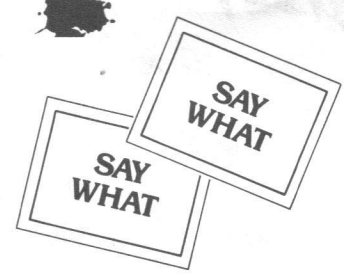
After you do, each of the other players may ask you one question about what you said (you'll have to answer).

The other players will note if you were Sassy or Not Sassy (in case of a tie, flip your Sassy voting card).

If you lose, tough. To make things worse, you'll have to pick one player who voted against you to get a SayWhat card.

SAYWHATS

Two SayWhats can be traded for any one Award at the start of your turn!



WINNING

To win, you need one of each of the six Sassy Awards: Awareness, Brains, Confidence, Love, Sensitivity, Talent.

Getting Two or More Award Cards of a Category

When you score a second card of a category, keep it face down — its Award is a secret only you can know. If there are no cards of this category in the tray, take one from another player. If you score a third card of a category, trade one you already have for a card of a different category from another player (or with the tray). You can't keep three.

Okay. Got it? Now play the game that's all about you — Sassy!



Manufactured and distributed by
International Games, Inc.
Joliet, IL 60435

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