

moods™

For 3 to 8 Players
Who Like To Have Fun

CONTENTS:

- Gameboard
- Box of 120 Phrase Cards
- Deck of 60 Mood Cards
- 32 Voting Chips
- Label Sheet
- 8 Colored Mood Stones
- 1 Ten-Sided Die
- 1 Dice Cup
- Instructions

Object

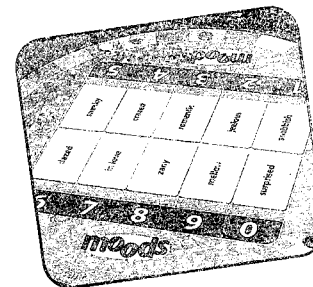
The "official" object of the game is to most accurately portray and guess different moods by remembering the old adage "It's not what you say, it's how you say it." Which basically means you'll be acting crazed, arrogant, triumphant, or any number of other moods. It also means you'll be trying to guess moods others are portraying. Be the first player to reach the Finish space and win the game. But the real object is just to have a good time.

Game Assembly

Open the box. Oh wait, you must have done this already to get to these rules. Take the label sheet (ooh, colors) and carefully peel off the labels and apply them to the Voting Chips of the same color. You will have 4 green chips numbered 1 to 4, 4 red chips numbered 1 to 4, 4 blue chips numbered 1 to 4, etc. Easy so far. Now remove the plastic from the card decks. That's it! You are now ready to play MOODS.

Set-up

- Put the gameboard in the center of the play area.
- Each player selects a color and takes the Mood Stone and the four Voting Chips that match that color. Everyone puts their Mood Stone on the START space on the scoring track.
- Take the Mood cards and shuffle them.



Place a card faceup on each of the 10 spaces on the gameboard. Put the remaining cards facedown in a pile to the side of the board within reach of all players. This will be the draw pile. Any played cards should be

placed faceup next to the draw pile.

This is your discard pile. Should you run out of Mood cards during the game, shuffle the discard pile to create a new draw pile.

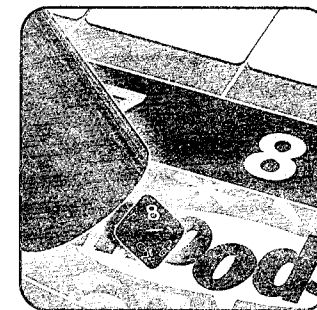
- Take the box of Phrase cards and place the box within easy reach of all players. Cards will be drawn from the front of the box. After a card has been read, return it to the back of the box.
- The person whose birthday is closest to the current day goes first (ties should be settled by a quick game of rock/scissors/paper or perhaps arm wrestling).

Gameplay

Here's how your turn works.

Put the 10-sided die in the dice cup. Turn the cup over on the table so the die is trapped. Ever so sneakily, secretly look at the number on the die.

Find the mood on the board that matches this number. This is the mood you will portray. Get in the mood. Find the character. Seek your motivation! For the remainder of the turn you are this moody person.

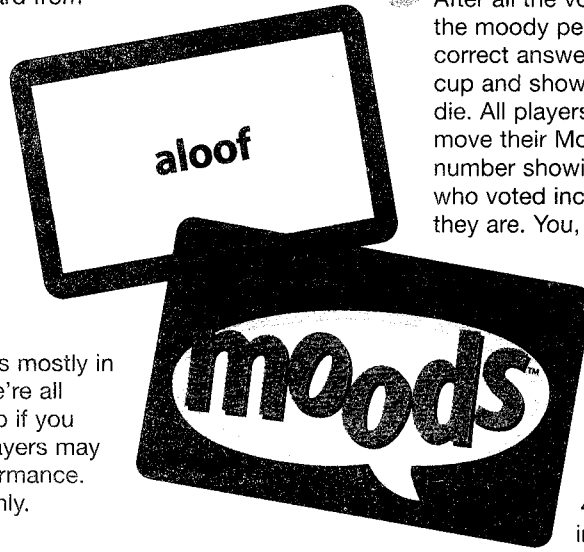


You rolled an 8, you must become a zany person.

2 Now draw a Phrase card from the box. You will be reading this phrase as the moody person. Take a deep breath and read the phrase out loud. Although you should get into the performance, try to limit arm movements or other "acting" traits (like hitting someone next to you to show anger). It's mostly in the face and voice. We're all amateur actors here so if you really blow it, other players may request a repeat performance. You give two shows only.

3 Now all other players have a chance to vote. Each person scans the board to figure out what mood you portrayed. Here is where strategy comes in. How confident you are with your guess will determine which chip you will use to cast your vote. If you are correct, you move your Mood Stone ahead the number of spaces shown on your chip. See **The Voting Chips** section for more details.

4 After everyone has their Voting Chips in hand, you, as the moody person, call out "1, 2, 3 VOTE!" All players slap their chips down on the Mood card that they are voting for. Watch out for wafflers or people who try to change their vote at the last minute. If someone is flagrantly voting late in order to figure out where the crowd is going, you have the right as the moody person, to move them back one space on the scoring track.



5 After all the votes are cast, you, as the moody person, reveal what the correct answer is by lifting the dice cup and showing the number on the die. All players who voted correctly move their Mood Stone ahead the number showing on their chips. Those who voted incorrectly remain where they are. You, as the moody person, get to move forward the number of spaces equal to the total number of correct votes. **For example**, player 2 voted correctly by placing his 4 chip on the correct Mood card and moves forward 4 spaces. Player 3 voted incorrectly by placing her 3 chip on the incorrect

Mood card and must stay where she is. Player 1, as the moody person, would move forward 1 space for the 1 correct vote. **Remember**, the moody person moves ahead by the *total number of chips on the correct Mood card*, not by the point value of the chips.

6 After all scoring is taken care of, you, as the moody person have one last job. Take all of the Mood cards that have Voting Chips on them (right or wrong) and remove them from the board and place them in the discard pile. Any chips that are on these cards go to the Voting Chip discard pile which can be created on any open spot on the board (don't worry, those chips come back later, see The Voting Chips). Draw the needed Mood cards to fill all the empty spaces. If you've run out of Moods, shuffle the discard pile and create a new draw pile.

7 Play then passes to the left. Give this person the die and dice cup, along with the box of Phrase cards.

The Voting Chips

Players start with four Voting Chips, numbered 1 through 4. You must use all four of these chips before you get any back. So, let's say you use your 2 chip first. It goes into the discard pile. Then you use your 3 chip. It goes away. Then your 1 chip. All you have left is your 4 chip. If the person whose turn it is really does a bad job reading, you are forced to use your 4 chip to vote for this lame-o. Oops. Once you use your fourth and last chip in voting, take them all back from the discard pile.

Winning

A person wins when, after scoring, they are on the Finish space. More than one person may do this on the same turn. They all win. Isn't that nice?

Hints and Tips

- Be broad with your mood. Don't be "kind of angry" or "vaguely nervous". Be "extremely angry" and "very nervous."
- Have fun.

Produced under license from Crystal Lines (International) Pty. Ltd.

The HASBRO, MOODS and Get Together Games names and logos and this game's package contents and rules are TM, © and © 2000 Hasbro, Pawtucket, RI 02862. All Rights Reserved.

We will be happy to hear your comments or questions about this game. Write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec, Canada J4H 3x6. www.hasbro.com or www.get-together-games.com

