There are 3 different special cards that can be played on the player with the Dream Phone. After the Dream Phone announcer has who played to call (but before she has pressed the button) anyone can place a special card in front of her! The first special card to land in front of her is the one that's played. Any other cards placed in front of the player must be returned to its owners (to the only card that can be played at this time). If a Mum Says Hang Up card is played, your turn is over. If it is not, announce how you think the Game Advisor would react to it.

In front of her is the one that's played. Any other cards placed in front of the player must be returned to its owners (to the only card that can be played at this time). If a Mum Says Hang Up card is played, your turn is over. If it is not, announce how you think the Game Advisor would react to it.

If the card is played on the player you then lose a turn, you must not call a Guy. The Mum Says Hang Up is placed in the discard pile and the girl who played it then draws a new card. Play can then resume.

If this card lands in front of the person with the Dream Phone, the Game Advisor makes her call. The phone will be placed in the discard pile and the girl who played it then draws a new card. Play can then resume.

If you correctly guessed who the Secret Admirer is, win the game!

Once a game has finished you can press any key to start a new game. You’ll have a new Secret Admirer and all the clues will be different! The game will also turn itself off if nothing is pressed for three minutes. Do not worry, simply turn the unit back on and select continue game to start right back where you left off.

All alone with nothing to do you can still play the Dream Phone. Select 1 player from the menu and call the girl or guy at a time for clues in whichever order you like. Search the game board and check off everything on your clue sheet as in a regular game. See how quickly you can narrow down the list of guys and find your Secret Admirer.

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If you think you know who the Secret Admirer is. Use your turn to make a guess! Here’s how:

1. Announce that you are ready to make a guess. Do NOT say WHO you think it is. Watch out! Someone can play a Mum Says Hang Up card on the girl you think the card is for (this is the only card that can be played at this time). If a Mum Says Hang Up card is played, your turn is over. If it is not, announce how you think the Game Advisor would react to it.
2. Select the Game Advisor from the menu screen, or use the ‘key on the phone. Then select the appropriate guy and make the call.
3. When the guy answers, this message will be said out loud so that everyone can hear if your right or not.

4. If the say “Sorry, not me!” your turn is over and you should move the phone to your left.
5. Do not worry, you just need to try again next time. Everyone should now cross this guy off their clue sheet since he’s not the Secret Admirer. Beware of getting too early though because you can get an extra clue for free.

5. It you correctly guessed who the Secret Admirer is, win the game!

In front of her is the one that’s played. Any other cards must be returned to its owners (to the only card that can be played at this time). If a Mum Says Hang Up card is played, your turn is over. If it is not, announce how you think the Game Advisor would react to it.

If this card lands in front of the person with the Dream Phone, the Game Advisor must make her call. The girl who played the card reads the text message clue. The player with the Dream Phone has to guess who the card holder’s dream guy is. The Game Advisor knows the public clue, reads the text message then passes the Dream Phone to the girl who played the Forward Message card on her. After reading the card, the player who played the card places her card on the discard pile, erases the clue by pressing any key on the phone. The Forward Message Card is then hidden the girl that played the card then draws a new card (remember you should always have at least one card in your hand returns to the original rotation, ready for the next girl to call a guy.)

If the Forward Message To All Players card is played the phone with the Dream Phone makes her call. All the girls in the public clue, then text message ALOTO to all her fellow players. The phone should then be moved around the circle so that all players can make their calls until it ends up back with the original caller, who must then press any key to delete the message. The Forward Message To All Players card is placed on the discard pile and the girl who played it then draws a new card. Play can then resume.

If this card is played on the player you then lose a turn, you must not call a Guy. The Mum Says Hang Up is placed in the discard pile and the girl who played it then draws a new card. Play can then resume.

Popularity can lead to girls being jealous of you. This is not a pretty situation if you happen to be the one with the Dream Phone. It someone places the same Dream Guy Card in front of her as the guy she is about to call, she must make another call to another Girl (in case another card) and move the phone to the girl that played the card on her. This girl then gets to call the guy on the card and the original girl loses her turn. Once the call has been made and if the girl on the card is the Dream Guy then close the card and draw a new card. The phone is then moved to the next girl in the original play rotation.

IMPORTANT: Anyone who has a Special Card can play it on the challenging player before she makes the call (to the player with the Dream Phone). If a player is about to call Jack because she stole the card from a player, another player can still play a Mum Says Hang Up card and stop her from making the call. This can even be played by the original caller to block her from finding out the clue but this DOES NOT mean she can now call that guy.

To be the first player to work out WHO the Secret Admirer is there is only one Secret Admirer per game and his identity changes for each new game.

To load the gameboard and place on a flat surface. Give each player one Clue Sheet and a Clue Sheet holder (See Pic 2). Each player will need a pen or a pencil to write notes on their Clue Sheet. Shuffle the cards and deal a card to each player face down and place the remaining cards on the draw pile located in the centre of the board. Do not show your cards to other players and keep your cards secret throughout the game.

From the Dream Phone and on start a new game by pressing and releasing the ON/OFF button quickly. If the phone was turned off in the middle of a round press the (C) button to resume play. If you want to continue the previous game press the (1) key twice and press enter. When starting a new game the display will say “HOW MANY PLAYERS ARE THERE 1 > 3 OR 4?” Next, select the number of players by pressing the number on the keypad. The game will then randomly select a player to go first. You’re now ready to call a guy!
Dream Phone has many calling functions and here’s how they work...

Playing the game

Set up the game as described in “Setting up the game”. Start a new game and choose the number of players. The phone will display which player goes first. Pass the phone to the next player. They don’t want to be giving your clues away to other players for free!

If you enter an incorrect number then you’ll get the busy tone and the wrong number message will appear; don’t worry you can simply redial the guy’s number, but always take care to dial their number carefully.

Using the phonebook

Use the key to select the phonebook icon (the icon will flash when selected) and press to confirm your selection. You can now dial Jack’s number! Enter his number (555-9877) on the keypad and press. You can also enter his speed dial here if you’ve got it in your phonebook.

Remember, if your phone has a memory function, you may have to redial the same number several times to get through. Always take care when dialing numbers.

Using the speed dial

You can also call Jack by using Dream Phone’s speed dial function. Enter the Phonebook and dial Jack’s speed dial number (9), his name will appear and all you have to do is press to call him.

Guess button

When you’re ready to guess your Secret Admirer press the icon of the guess button key or select (icon of guess menu) from the phonebook list to make your guess.

Let’s pretend that you’re Secret Admirer is Paul. Use the guess button as the on screen guess admirer menu to make your choice. Paul will answer your call and will tell you whether your right or not by saying either “sorry not me” or “I’m going to a party, awaawaaawg”.

If you make a wrong guess, you will hear a loud noise and the next player will be called.

The Dream Phone can also call you... Ring! Ring! Ring!

It’s the Phantom Caller! During the game the phone will ring without anyone having made a call. The caller will tell everyone a special clue. She might say, “If I just want to let you know it’s NOT Anthony! It’s a free clue but make sure you write this information down on your clue sheet!

6 easy steps to play dream phone

1. Pick a day to call

Decide which of your dream girl you want to call from the cards in your hand and announce her name to the other players. Note if at any point in the game you do not have any cards with dream girls on you must discard one of your cards to the discard pile and draw another card.

2. Dial a number and listen to the clue

Use the Dream Phone to call the dream girl of your chosen card and hear and listen to the clue.

This guy will repeat his message throughout the game so be sure to cross off his name and the clue he gives you on the clue sheet so that you don’t have to go back to him again.

3. Search the gameboard

After you’ve read the clue, have a look around the gameboard for any guys that ARE doing what the clue says... either eating that food, playing that sport, wearing those clothes or hanging out at that place.

Whoever the clue applies to is NOT your Secret Admirer and should be crossed off in the Secret Admirer column.

For example After reading Luke’s clue “you must be the guy that has the phonebook nearby” you can see Luke’s phonebook has a picture number on it!

IMPORTANT! Remember your secret admirer is the guy and any boy you call could be your Secret Admirer. For example even if Luke gives you a clue about your secret admirer, he could still be your admirer.

4. Discard and draw a card

At the end of your turn place the Dream Guy Card in the Discard pile and take another card from the Draw pile. You should have 4 cards at all times. If the Draw pile runs out, shuffle the Discard pile and place the cards face down as the new Draw pile.

Note: If a player is holding 4 of a boy that she has already called, she can place all 4 cards on the discard pile and draw a card each turn.

End your turn and replace the dream phone in the stand.

Now stay switch to the girl on your left. It’s her turn to call the boy of her choice!

Looking for clues

The gameboard is filled with clues. You just have to find them! Some are easier to find than others so look carefully.

Now here are a few rules to follow when searching:

1. Discard any one clues in the gameboard section in Pic 7. You’ll notice that the only boy in the Game Board is Peter. Although the other three may look like they are wearing jackets, they are in silhouette so can not be eliminated when you read the clue “he doesn’t own a jacket”. Only Peter can be eliminated.

2. There are four different types of clues: They will tell you something about the Secret Admirer’s clothes, sports, foods or special hang outs.

This clue will tell you what the Secret Admirer is NOT doing. Not playing, not eating, not hanging out or where he is NOT hanging out. Some girls are close buddies with the Secret Admirer and won’t even give a clue. Instead they’ll say something like “he told me but that would be way too easy”.

If a guy says this on your turn, you can’t use it and you don’t get a clue. However now who he is as a SAFARI the same thing as the way through the game.

Remember:

1. Each guy’s photo card has NO clues on it. Clues can only be found on the gameboard.
2. Each guy is represented on the gameboard in the location he likes to hang out.
3. Each guy is identified by the name near him. He is wearing the clothes he likes to wear, eating the food he likes to eat and doing the activity that he likes to do.
4. Each location is identified by name and background scene. There are 6 locations to search.