



Instructions

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- Game Board
- 1 Box of Question Cards
- 1 Deck of "Do The Robot" Cards
- 10 Year Spacers
- 4 Die-Cast Game Pieces
- 1 Die
- 1 Sand Timer
- 1 Paper Pad with Pencils
- 40 Year Tokens
- 1 Instruction Sheet

OBJECT

To become the first team to collect a Year Token for each year of the 1980s decade, by answering trivia questions and completing "Challenges," while moving along the 8-shaped path on the game board.

CATEGORY NAMES



Rad TV

Topics include sitcoms, dramas, soaps, characters and theme songs



Dope Movies

Topics include titles, quotes, characters and Oscar winners



Wicked Music

Topics include songs, lyrics, artists, albums and videos



Ill Sports

Topics include football, basketball, baseball, hockey, golf, tennis and athletes



For Real, Dude

Topics include fads, fashion, toys, slogans, products, politics and news events



Do The Robot

Take a chance and Do The Robot. You may earn a free Year Token!

PRE-GAME

- The **I Love the 80s Board Game** is a team game designed for 4 or more players. Divide your group into 2 to 4 teams and get ready to relive the 1980s!
- Remove shrink wrap from the color-coded Question Cards and return cards to the card box. **(NOTE: Keep cards in chronological order.)**
- Place the 10 Year Spacers into the card box to divide the color-coded Question Cards by the 10 years of the 1980s decade. **(NOTE: Place each Year Spacer in front of each corresponding year section.)**
- Place the "Do The Robot" card deck text side down on the "Do The Robot" space on the game board.
- Each team selects a Game Piece and places it on the Start Space.
- Establish order of play by rolling the die. The team that rolls the highest number will go first, then order of play will proceed to the left.

YOUR FIRST TURN

Roll the die and move your team's Game Piece either clockwise or counter-clockwise along the board's 8-shaped path.

After moving the rolled number of spaces, you will land on either a Robot Space or a Category Space within a specific year.

- **Robot Space** – Land on a Robot Space and a member of your team draws the top card from the "Do The Robot" card deck on the game board. Read the card out loud and do as the Robot says. When finished, place the card at the bottom of the "Do The Robot" card deck.
- **Category Space** – Land on a Category Space and any member of your team draws a Question Card from the front of the appropriate year section of the card box. Your teammate then begins reading out loud the question for that category.
 - o **If your teammate reads a trivia question** – Your team then collectively attempts to answer the question. (The answer is on the reverse side of the card.) If correct, your team is awarded the corresponding Year Token. You maintain control of play and roll the die again. (Return the card to the back of the appropriate year section in the card box.) If incorrect, your turn is over and play proceeds to the next team. On your next turn, roll the die and move to a new space. **NOTE: The teammate who reads the trivia question may also answer the question — so do not flip the card until an answer has been given.**
 - o **If your teammate reads "Sing It," "Draw It," "Act It" or "Quote It"** – Your teammate holding the card flips the card and prepares to perform the Challenge printed on the back of the card (an opposing team prepares to flip the 30-second sand timer):
 - o **Sing It** – Your teammate "sings" – or hums or whistles – to help your team guess within 30 seconds the "Sing It" song answer printed on the back of the card. (Your team does not have to guess the artist's name.) **Ground Rule: You can only sing actual lyrics from the song. Do not sing any words printed on the card. (Hint: if you cannot remember actual lyrics, then hum or whistle the song's tune!)**
 - o **Draw It** – Your teammate silently "draws" – using the included paper pad and pencil – to help your team guess within 30 seconds the "Draw It" answer printed on the back of the card. **Ground Rule: Do not draw any numbers or letters.**
 - o **Act It** – Your teammate "acts" – using body movements and sounds – to help your team guess within 30 seconds the "Act It" answer printed on the back of the card. **Ground Rule: Do not say (or mouth or sign) any words or letters.**
 - o **Quote It** – Your teammate "quotes" – using actual lines from movies and/or TV shows – to help your team guess within 30 seconds the "Quote It" answer printed on the back of the card. **Ground Rule: Do not say any character names.**

If your team correctly guesses the answer to the "Sing It," "Draw It," "Act It" or "Quote It" Challenge, your team is awarded the corresponding Year Token. You maintain control of play and roll the die again. (Return the card to the back of the appropriate year section in the card box.) If your team guesses incorrectly, your turn is over and play proceeds to the next team. On your next turn, roll the die and move to a new space.

GAME PLAY

Teams continue play by rolling the die and moving along the 8-shaped path on the game board, collecting a Year Token for each year of the 1980s, while answering trivia questions and completing Challenges.

NOTE: After game play has started, the Start Space becomes a roll again space.

NOTE: Teammates alternate drawing Question Cards from the card box.

NOTE: The 30-second timer is only used for Challenges, not trivia questions.

TO WIN

The first team to collect a Year Token for all 10 years of the decade wins.

OPTIONAL GAME PLAY

"Steal" Rule: If all teams collectively agree, a "steal" rule may be invoked giving opposing teams the opportunity to guess the answer to an opponent's Challenge – and "steal" the Year Token the opponent is going for on that turn. (The "steal" rule would not apply to trivia questions.) The "steal" rule will only go into effect after a team's 30-second time limit has expired without a correct Challenge answer. At this point, the opponent to the left can "steal" the Challenge if they choose. (If the team to the left passes on the opportunity to "steal," then the next team to the left is given the same opportunity.) However if any team attempts to "steal" and guesses incorrectly, it will lose a Year Token of its choice. (That Year Token would go back in the box.) A team with no tokens cannot steal. Order of play is not affected by the "steal" rule. Enjoy!

CHALLENGE REFERENCE GUIDE

Sing It

Requirement: Sing actual lyrics from song (or hum or whistle)

Ground Rule: Do not sing any words printed on card

Draw It

Requirement: Silently draw

Ground Rule: Do not draw numbers or letters

Act It

Requirement: Act using only body movements and sounds

Ground Rule: Do not say (or mouth or sign) any words or letters

Quote It

Requirement: Quote actual lines from the movies/TV shows

Ground Rule: Do not say any character names

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