



FOR 2 TO 4 PLAYERS
AGES 7 AND UP

THE TIPTON CHALLENGE GAME INSTRUCTIONS

OBJECT:

Be the first player to collect the points your character needs.

CONTENTS:

3 game boards, 1 game board platform, Tipton Revolving Door (flat platform, revolving base and cap), 2 revolving door art cards, 2 dice, label sheet, 40 Scheme cards, 4 movers, 4 mover stands, 4 character boards, 8 scoring sliders.

SET UP:

Carefully place the numbers, in any order, on one game die. Place the faces, in any order, on the other die.

Look at the package back for reference.

Each player takes a character board and attaches one slider to each side of the board. Place one at 0 for cool points and the other at 0 for school points. Each character needs the same total number of points, but the balance between cool and school points is different. Likewise different rooms have more cool or school point spaces than another.

Remove the two door art cards from the sheet and place them crosswise into the slots of the base. Place the revolving base over the post of the platform. The base should spin freely. Carefully press the cap into place on top of the door cards.

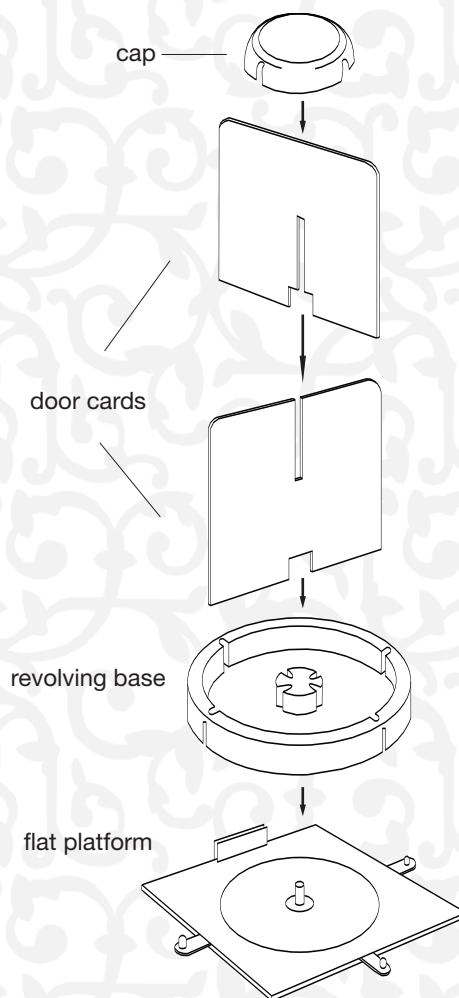
Place the assembled revolving door in the center of the play area. Place the three flat game boards – the Lobby, the Ballroom and London's Suite—in any order over the three posts of the platform. The start spaces of all four game boards should be closest to the revolving door. Slide the edge of the boys' Suite into the plastic slot of the platform.

Shuffle the Scheme cards. Each player takes his or her mover and places it in a mover stand. The youngest player puts his or her mover in any of the four compartments of the door and spins. The start space on the board nearest this player is the space from which all players will start the game.

PLAYING:

The starting player now rolls the two dice. Move the number of spaces shown on the number die, unless the other die shows Mr. Moseby. If it does, take 1 away from the number rolled. For example, if you roll a 4 and a Mr. Moseby, you only move 3 spaces. Follow the instructions for the space you land on.

Tipton Revolving Door



SCHEME CARDS:

Cards that cause a player to gain or lose cool or school points are used immediately. Movement cards are usually saved for a later turn, unless it says "... ALL go ... right now." Place used Scheme cards in a pile next to the draw deck.

When a player decides to play a card that they received on a previous turn, they do NOT roll the dice and move.

GAINING COOL OR SCHOOL POINTS:

When a player gains points by landing on a space, through a Scheme card or by stealing an opponent's, that player should move the cool or school slider the number of points they've gained. When a player loses a point, they must also move the slider down to reflect the lost point.

EXITING A BOARD

A player can leave a board in 3 ways:

- 1) By landing on a space that directs you to go somewhere else.
- 2) By playing a Scheme card that moves you to the Start of another board.
- 3) By rolling a number or by playing a Scheme card that would take you past the last space of the game board.

When that happens, wait outside the door until your next turn OR until another player uses the door. Put your mover in any compartment or, if moving on another player's turn, in their compartment. After the door stops, move to the Start space of the board in front of you. Wait there until your next turn.

LANDING ON AN OPPONENT:

Whenever you land on another player, "take" one of his or her cool or school points. Move one of your sliders up one; they move theirs down. Then follow the instructions for that space. If more than one opponent is on a space, take a point of your choice from EACH player. Note: the compartments in the door and the four Start spaces are safe: no points can be taken here.

WINNING:

The first player to get the cool & school points they need wins.

TWO-PLAYER RULE:

When a player moves to the Start space of a board that the other player is on (any space), they get to take a cool or school point from that player.

We appreciate your comments on the The Suite Life of Zack and Cody Tipton Challenge Game. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.



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