

Trading Spaces

GAME

AGES 12+

For 2 or more players or teams

OBJECT

See how well you know your neighbors and how well they know you. Pick a room to play in and get ready to redesign it. Answer questions, then compare. The first team to spend their budget, by matching their opponent's answers, wins!

CONTENTS

Deck of Cards, 2 Pawns (one blue, one green), 2 Dice, Label Sheet, 2 Player Folders (one blue, one green), 2 Clip Strips, Parts Sheets with Color Palettes and Wall Swatches, 4 Rings, 2 Budget Minder Scoreboards, 1 Spinner Card with Arrow and Peg, 1 Answer Pad

ASSEMBLY

1. Remove the pieces from the plastic bags.
Discard the bags.

2. Remove the pieces from the cardboard parts sheets.
Discard the cardboard waste.

3. Assemble the spinner by pushing the peg up through the hole in the spinner card and pressing the arrow down to secure. See Figure 1.

4. Following the instructions on the label sheet, apply the labels to the 2 dice.

5. Take one set of Color Palette sheets and stack them in numerical order. Then insert the ring through the hole of each sheet, one at a time, to make a book. Repeat this for the second set of Color Palette sheets and the two sets of Wall Swatch sheets. See Figure 2.

6. Attach a clip strip to each player folder by sliding the clip strip's tabs through the folder slots, one at a time. See Figure 3.

FIGURE 1

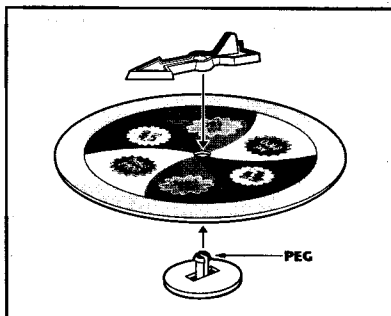


FIGURE 2

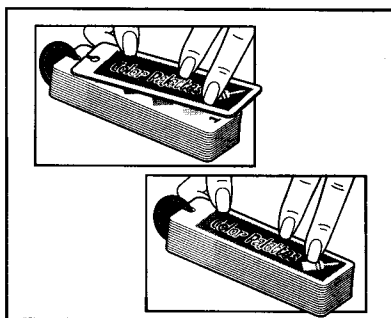
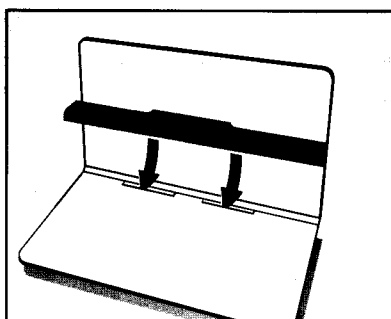


FIGURE 3



SETUP

- Pick a room that you'd like to redesign. The more "stuff" in the room the better. Windows, artwork, carpeting, rugs... all of it is fair game.
- Separate players into two teams. Now each team chooses a color. The blue team takes the blue player folder and the die with the blue labels; the green team takes the green player folder and the die with the green labels.
- Shuffle the card deck and place it facedown within reach of both teams.
- Place the Color Palette and Wall Swatch books within reach of both teams.
- Place the spinner within reach of both teams.
- Place the Budget Minders on a flat surface between the teams.
- Place the pawns on the Budget Minders. The blue pawn goes on the \$1000 space of the blue Budget Minder and the green pawn goes on the \$1000 space of the green Budget Minder.
- Each team takes a sheet from the answer pad and attaches it under the middle and right clips of their player folder. Each team will also need a pencil (not included). Attach your pencil into the middle clip of your player folder.

GAMEPLAY

Decide which team will go first. Play then alternates between teams.

ON YOUR TURN

Draw the top card from the card deck and attach it under the left clip in your player folder. There are 2 types of cards you could draw.

If you draw a Spin card, spin the spinner, and follow the instructions on the space the arrow points to. If the arrow points to a line between the spaces, spin again.

If you draw a question card, read it aloud. Then...

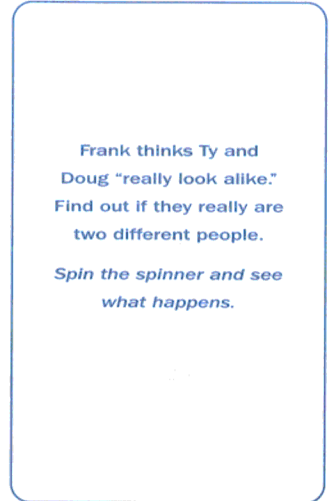
The team drawing the card will...

- Consult each other (quietly) and answer the question on the card.
- Write their answer on their answer sheet when they reach a consensus. Be careful not to give your answer away.

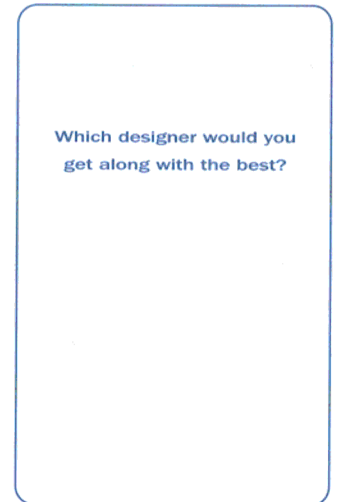
At the same time, the opposing team will...

- Consult each other (quietly) to determine what the card-drawing team's answer will be.
- Write what they think the card-drawing team's answer will be on their answer sheet.

Both teams now compare answers.



SPIN CARD



QUESTION CARD

54
18

72

DO THEY MATCH?

If both teams' answers match, then you each roll your matching color die and move your pawn ahead the dollar amount rolled. Way to go!

IMPORTANT NOTE: If the rolled amount would cause you to go over budget (past the \$0), then don't move. There is no going over budget in this game. You must reach the \$0 by exact roll. You'll just have to try again on another turn.

If both teams' answers don't match, nobody rolls and nobody moves.

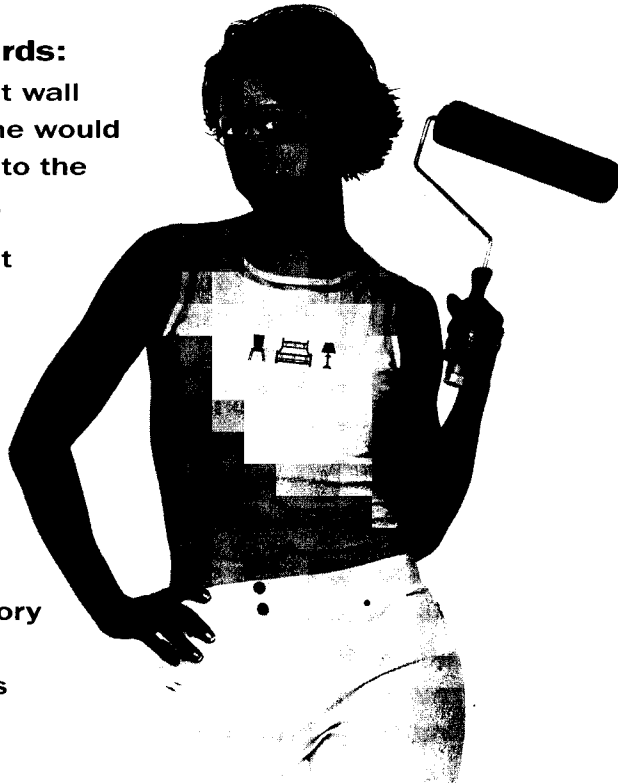
When both teams are done comparing answers, discard the card.

Notes about cards:

If a card asks what wall treatment someone would like (dislike), refer to the Wall Swatch book.

If a card asks what color palette someone would like (dislike), refer to the Color Palette book.

If a card asks you about a designer, you can refresh your memory by looking at the designers' pictures on the inside of your player folder.



WINNING

The first team to use up their budget by reaching \$0, without going over, wins!

If both teams use up their budgets at the same time, by exact count, you both win! Great job.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.



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