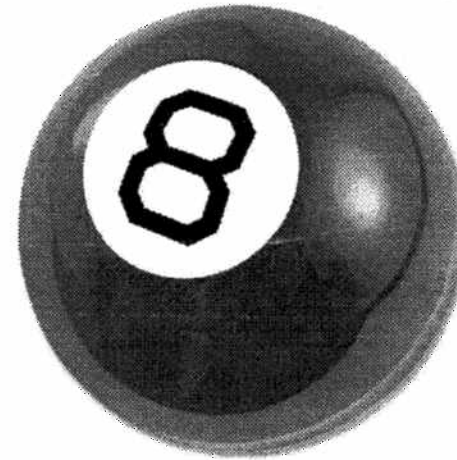


# MAGIC 8 BALL®

## Party Game



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### CONSUMER INFORMATION

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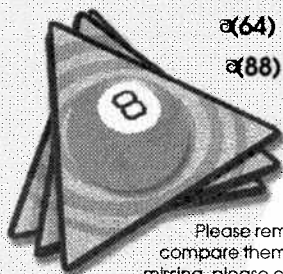


..... Instructions

AGE: 9 to Adult  
PLAYERS: 3-8

## CONTENTS

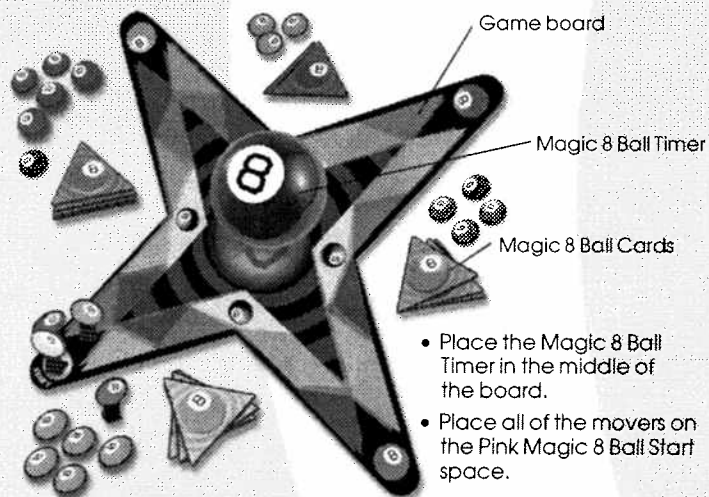
- (1) Magic 8 Ball Game Board
- (1) Magic 8 Ball Timer
- (8) Magic 8 Ball Movers – 8 Colors
- (8) Magic 8 Ball Mover Bases
- (64) Magic 8 Ball Tokens – 8 Colors
- (88) Magic 8 Ball Fortune/Fate Cards – 4 Colors
- Instructions



Please remove all contents from the package and compare them to the above list. If any of the items are missing, please call 1-800-524-TOYS.

## Set Up

- Each player selects a Magic 8 Ball mover and 8 matching tokens.
- For shorter games, use fewer tokens.
- Divide the cards by color and separate into four piles. Place these piles face down beside the inner four corners of the board.



- Place the Magic 8 Ball Timer in the middle of the board.
- Place all of the movers on the Pink Magic 8 Ball Start space.

## LET'S PLAY

### Fortune Round

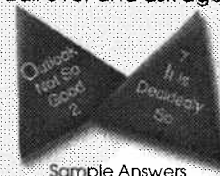
**OBJECT OF THE FORTUNE ROUND:**  
Keep as many of your tokens as possible.

1. To determine who plays first, each player says "Magic 8 Ball, will I go first?" and turns over the Magic 8 Ball. Each player notes the answer and the number the Magic 8 Ball gives. Player with the highest number goes first. The Magic 8 Ball breaks any ties.

NOTE: If at any time during the game you get an answer with the "Ask Again" symbol, turn the Magic 8 Ball over and ask again until you get an answer with a number.



Ask Again Symbol



Sample Answers

2. On your turn, consult the Magic 8 Ball to determine the number of spaces you move clockwise around the board. Move the number of spaces shown with the answer.
3. Draw a Fortune/Fate card that matches the color of the space on which you land. Read the FORTUNE portion of the card out loud.

NOTE: Fortune challenges are always group play. Each player must participate when the ball is passed to him or her.



Fortune – Group Play



Fate – Individual Challenges

4. Twist the Magic 8 Ball to start the timer as soon as the challenge is read.
5. FORTUNE challenges begin with the player who drew the card. The first player must complete the challenge and then pass the Magic 8 Ball timer to the next player. Each player completes the challenge in turn. The challenge ends once the timer sounds, a player cannot think of an answer, repeats an answer, answers incorrectly or performs the physical challenge incorrectly. The player who failed to meet the challenge forfeits a token. All forfeited tokens are placed in the center of the board. Play continues clockwise.

#### 6. THE COLORED MAGIC 8 BALL SPACES

In the Fortune round of play, the colored Magic 8 Ball spaces at

the four points on the board give you immunity to forfeits for as long as you are on that space. You must participate in any Fortune game played while you are on the space, but are not in danger of losing a token.

#### 7. THE YELLOW MAGIC 8 BALL SPACES

In the Fortune round of play, the yellow Magic 8 Ball spaces at the four internal corners on the board put one of your tokens in danger. You must consult the Magic 8 Ball and ask if you may keep your token, or if you must forfeit your token. The Magic 8 Ball will dictate the token's fate.

#### 8. DOUBLE OR NOTHING

In the Fortune round of play, if a player (with more than one token remaining) loses a challenge, he or she may take a chance and ask the Magic 8 Ball if they must forfeit the token. If the Magic 8 Ball says no, they may keep the endangered token. If the Magic 8 Ball says yes, they must forfeit two tokens.



#### 9. MAGIC 8 BALL CARDS

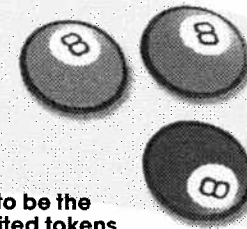
In the Fortune round of play, if you draw a Magic 8 Ball card instead of a Fortune/Fate card, keep the card to play later.

- If you lose a challenge, you may play the Magic 8 Ball card to make the player of your choice forfeit a token in your place.
- A player **who** has a Magic 8 Ball card played against them may choose to play their own Magic 8 Ball card against another player – forcing them to forfeit their token instead.
- A player may play a Magic 8 Ball card after losing a Fortune challenge at any time before the next player draws a card.
- No more than one Magic 8 Ball card may be played against any player in a single turn.
- Save it for the FATE round...

Any Magic 8 Ball cards not played in the Fortune round may be played in the Fate round. (See Fate Round Instructions #6)

10. The Fortune round ends when the first player reaches the Pink Magic 8 Ball Start space. The first player back automatically earns back one of his or her forfeited tokens. You do not have to land exactly on this space.
11. When the Fortune round ends, count your remaining tokens. The player with the most tokens remaining, wins the Fortune round and becomes the first Great 8 Potentate. If two players are tied with the most remaining tokens, both must consult the Magic 8 Ball. The player with the highest number and positive answer becomes The Great 8 Potentate.

## Fate Round...and the Great 8 Potentate



1. The winner of the Fortune round, is the first "Great 8 Potentate" — Game master and keeper of the Magic 8 Ball.

**The object of the Fate round of play is to be the first player to win back all of your forfeited tokens.**

2. Each player returns to the Pink Magic 8 Ball Start space. In the same play order (skipping the current Great 8 Potentate), players consult the Magic 8 Ball and move the indicated number of spaces.
3. In the Fate round, the Great 8 Potentate draws the Fortune/Fate cards for all the other players and reads the FATE portion of the card out loud. The Great 8 Potentate fills the blank(s). Silly or funny suggestions play the best.

The player must do exactly what the Great 8 Potentate suggests in order to win back a token or a player may choose to pass.

If a player elects not to complete the fate, the Great 8 Potentate has the opportunity to win back one of his or her own tokens by completing the FATE themselves. The Great 8 Potentate must complete the FATE to the satisfaction of all the other players to win back a token.

NOTE: Fate challenges are always individual play. Only the player whose turn it is to win back a token is required to complete the challenge.

#### 4. THE COLORED MAGIC 8 BALL SPACES

If you land on a colored Magic 8 Ball space at the four external corners of the board, by exact count, you automatically become The Great 8 Potentate. Take the Magic 8 Ball from the former Great 8 Potentate. You and the now former Great 8 Potentate switch places on the board with your movers.

#### 5. THE YELLOW MAGIC 8 BALL SPACES

If you land on the yellow Magic 8 Ball spaces at the four internal corners, in the fate round of play, you must ask the Magic 8 Ball one of two questions:

- May I win back a token?
  - Am I the next Great 8 Potentate?
- You pick the question; the Magic 8 Ball determines your fate.

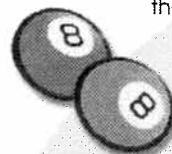
#### 6. MAGIC 8 BALL CARDS

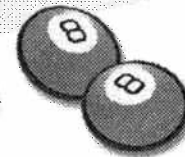
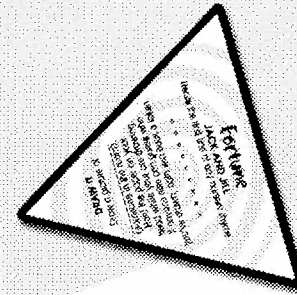
In the Fate round of play, when the Great 8 Potentate draws a Magic 8 Ball card instead of a Fortune/Fate card you may choose to play the card in one of two ways:

- You may avoid your Fate and redeem your token for free.
- Or you may attempt to unseat The Great 8 Potentate. Before the Great 8 Potentate draws a card, you may play a Magic 8 Ball card and consult the Magic 8 Ball ("Am I the next Great 8 Potentate?"). The Magic 8 Ball determines your fate.

#### 7. THE WINNER

The first player to win back all of their tokens wins the game.





• • • • • The party game with a twist

