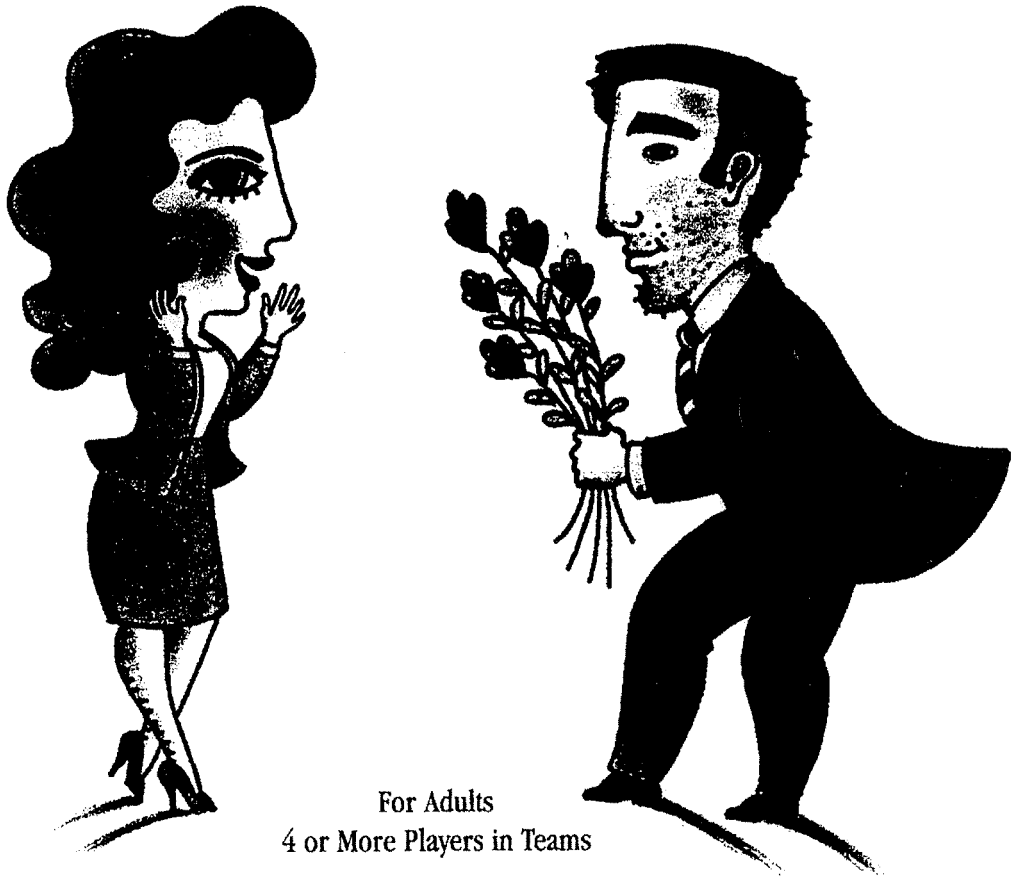


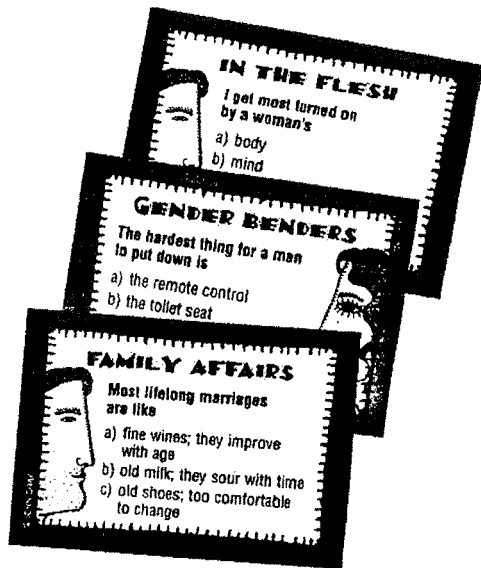
MEN ARE FROM MARS, Women Are from Venus™

The GAME



For Adults
4 or More Players in Teams

CONTENTS



- 3 Teal Hourglass-Shaped Voting Tokens for Women
- 3 Red Cone-Shaped Voting Tokens for Men
- 2 Yellow Team Mover Tokens—Hourglass-Shaped for Women, Cone-Shaped for Men
- 2 Round Voting Selectors—Red for Men, Teal for Women
- 2 “My Two Cents” chips, 1 for each team
- 2 Card decks (Mars and Venus) in 1 box
- 1 Game board.

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

Once Upon a Time...

Men were from Mars, and women were from Venus. On their planets, they learned to think and act in very different ways. One day, they came to Earth and discovered each other, but forgot where they came from. And it is here on Earth that men and women must remember their differences, relish them, and work to understand each other.

Inspired by John Gray's best-selling book, *Men Are from Mars, Women Are from Venus*, this game is an entertaining, illuminating way to find out what you know about the differences between men and women—or what you *thought* you knew.

OBJECT

There are 2 teams: Venus—women, and Mars—men. The objective: to guess how players are going to answer questions, move spaces on the path, and as a team, reach Earth first!

SETUP

1. Each team sits on opposite sides of the board—men on the Mars side (the side with a “Cave” space), women on the Venus side (the side with a “Well” space).

2. Each team places its respective round plastic Voting Selector nearby, off the board (red for men, teal for women).
3. The 2 yellow tokens are the **Team Movers**. These move along the game board's path from Mars or Venus towards Earth. Place the cone-shaped Mars Mover Token on the red Mars planet space on the board; the hourglass-shaped Venus Mover Token on the green Venus planet space.
4. The 3 teal and 3 red tokens are the **Voting Tokens**. (Men use the red cone-shaped tokens; women, the teal hourglass-shaped tokens). These are used by each team to “vote” on how the Card Reader will answer a question. Each team gets 3 votes per question.
5. Open the card box and insert the bottom portion of the box with cards into the box lid. The box contains 2 card decks located on opposite sides of the box: the red deck is for men to read from (Mars), the teal deck is for women (Venus). Each card deck contains 7 different categories of questions:

Communication-talking, listening or lack thereof
Gender Benders-truths, assumptions and notions about the genders

Island Fantasies-deserted island fantasies and other earthly desires

Family Affairs-weddings, marriage and family matters

In the Flesh-sex. What else would you like to know?

The Dating Circuit-dating dos, don'ts and dones

Scoring Points-"point values" given by men and women

6. Each team takes its respective "My Two Cents" chip and places it to the side of the play area.

HOW TO PLAY

1. Women go first unless the men object—then, do a coin toss. (If this happens, you may need to play this game more than you thought!) Each team selects a team member to ask and answer the first question.
2. The first player draws the appropriate card from the deck—men pick cards from the red-bordered Mars deck; women, the teal-bordered Venus deck. This player reads the category, question and possible answers out loud to the other players.
3. Next, the **Card Reader** decides how he/she would answer the question and dials the corresponding letter (A, B, C, or Cave/Well—see below) so it shows in the Voting Selector's window.

NOTE: Do NOT allow the other players to see the answer!

CAVE/WELL

You know how men go silent sometimes and need space and time alone? John Gray calls this place "The Cave," where men can go to feel safe and at peace. Likewise, in times of need, women go to get nourishment and comfort in "The Well." In this game, the Cave and Well spaces on the Voting Selector and the game board are for players who:

- a) are uncomfortable answering the question (they may have something to hide); or

- b) don't agree with the 3 choices given them (sticklers for detail)

By selecting the Cave or the Well, you do not have to answer the question.

4. **AFTER** the Card Reader has dialed in his/her answer into the Voting Selector, the other players discuss and decide how they think the **Card Reader** has answered the question. **Each team** then votes by placing its 3 Voting Tokens on 1 or more of the corresponding voting spaces on the board (A, B, C or Cave/Well). Men place their tokens on the side with the Cave; women, the side with the Well.

NOTE: Your team **does not have to agree** on one answer—you may spread out your votes. However, the more you agree, the further you can advance on the game path.

5. Once all players have voted, the Card Reader reveals his/her answer. For each **correctly matched** Voting Token, **each team** moves its Mover Token **one space** toward Earth. For example, if 2 of 3 Mars Voting Tokens match the Card Reader's answer, the Mars team would move its Mover Token 2 spaces. If none of a team's Voting Tokens match the answer, the team does not move its Mover Token.
6. After returning the previous card to the back of the appropriate deck, play continues with the next player on the opposite team reading, alternating teams and players with each question.

MARS ONLY/VENUS ONLY CARDS

When a woman gets a VENUS ONLY card, she reads and answers normally, but only *women* guess how she'll answer. Her team (the Venus team) **must agree** on one vote, placing all 3 tokens on one space (A, B, C, or Well). If it matches with the Card Reader, the Venus team moves 3 spaces on the path. If they *don't* match, the Mars team moves 3 spaces. And vice versa for Mars cards with MARS ONLY.

"MY TWO CENTS" CHIPS

Each team gets 1 "My Two Cents" chip. When a team feels strongly that it'll match the Card Reader's answer, the team may put down a chip. Each chip may be used only once. For every correct match, **DOUBLE** your Mover Token's movement on the path, up to a maximum of 6 spaces.

WINNING THE GAME

The team that reaches Earth first, wins! If you know yourself and how other players think, chances are you'll get there fast!

TIE-BREAKERS

If both Mars and Venus teams reach Earth simultaneously, play a tie-breaker. In the tie-breaker, only one team votes on a question, just like on **MEN ONLY/WOMEN ONLY** cards. All team members must agree and place their 3 Voting Tokens on one space. If they **match** the Card Reader's answer, the tie-breaker continues, alternating questions between teams. The first team that **doesn't match** its Card Reader's answer forfeits the game. Don't worry, though. You can always have a rematch. There's so much more to talk about...

2-YEAR LIMITED WARRANTY

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