



**Pressman**  
SINCE 1922

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**Pressman**  
SINCE 1922

2-6 Players  
Ages 8 & Up

# SAVED BY THE BELL™

## Complete Instructions

Welcome back to Bayside High, where you'll be answering questions to collect cards of each of the main characters from one of the most popular sit-coms of all time. But don't worry if you don't remember every episode—you won't flunk this test because you'll get to look at scenes from the show before every question you answer.

## HATE READING RULES?

View our Instructional video at <http://www.pressmantoy.com/savedbythebell>

### OBJECT OF THE GAME

To be the first player to collect one of each Character Card, or 3 Character Cards of the same character.

### CONTENTS

Game Board	1 Spinner with Spinner Arrow	6 Character Playing Pieces
25 Scene Cards	1 20-second Sand Timer	6 Plastic Playing Piece Stands
50 Question Cards	6 Yearbook Card Holders	1 Collectible Magnet

### SET UP

1. Punch out the Character Playing Pieces and place one in each stand.
2. Place each Playing Piece in its starting position:

#### LOCATION

Drama  
Jessie's Room  
The Max  
Home Room  
Geometry  
Zack's Room

#### CHARACTER

Kelly  
Jessie  
Lisa  
Screech  
Slater  
Zack

3. Place one of each Character Card face up on its space in the center of the board. Shuffle the rest of the cards and place them in a stack in the center of the board.
4. Shuffle the Scene Cards and place them face down on the table.
5. Give one Yearbook Card Holder to each player.
6. Each player chooses a Character Playing Piece. If fewer than 6 people are playing, remove the playing pieces that are not chosen.

### STARTING THE GAME

The player who most recently graduated from high school goes first, by spinning the spinner.

### IF YOU SPIN:

<b>A Number</b>	Move your playing piece that number of spaces in a clockwise direction
<b>View A Scene</b>	See the Viewing Scenes section
<b>Time Out</b>	Steal a Character Card from another player

### LANDING ON CHARACTER SPACES

When you land on a character space, you can do one of the following:

1. Pick up that Character Card from the center of the board, if there is a face-up card available, and place it in your Yearbook.
2. Discard that Character Card from your Yearbook if you do not need it and either pick up one of the other face-up Character Cards in the center of the board OR pick the top card from the deck. You can only pick from the deck if you discard a Character Card. Discarded Character Cards should be placed face-up on that character's space in the center of the board.

### VIEWING SCENES

When you spin "View a Scene" or finish your move in one of the locations on the board (The Max, the bedrooms, the classrooms, or Mr. Belding's office), complete the following:

1. Hold up the top Scene Card so that all players (including you) can see it and start the timer.
2. When the sand runs out, place the Scene Card face down on the table and hand one Question Card to each player (including yourself).
3. Starting with the player on your left, each player reads the question on the card and answers the question about the scene you just viewed.
4. After each player has answered his/her Question Card, flip over the Scene Card and review the answers. Players who answer correctly each draw one Character Card from the deck and place it in their Yearbook.
5. If there is a dispute about the correctness of an answer, the player who held up the Scene Card decides whether the disputed answer is correct or not.

### TIME OUT

When you spin "Time Out," perform the following:

1. Choose which player you want to steal a card from. That player takes all of the cards out of his/her Yearbook and places them face down on the table.
2. The player who spun "Time Out" chooses one card at random and places it in his/her Yearbook.
3. The other player puts the remaining cards back into his/her Yearbook.

### WINNING THE GAME

The first player to collect one card of each Character or three cards of a single Character wins the game and is . . . **Saved by the Bell!**