



**Play Along with the Blunder Family
and Learn Manners the Fun Way!**

STORY & RULES

For 2–4 Players or Teams • Ages 5 & Up

Contents

300 Questions on 150 Cards (3 Decks of 50), 9 Table Setting Cards, 4 Pawns (Billy, Brenda, Bobby and Becky Blunder) and Stands, 2 Dice, Game Board

About the Blunders



Becky

Bobby

Brenda

Billy

In a town just like yours lives the Blunder family: Billy, the twins Brenda and Bobby, Becky, their parents Burt and Barbara, and their dog Butch.

The Blunders are a happy family, but their blundering ways in their neighborhood, in people's homes and at school cause others to think badly of them, especially their neighbors, the Mannerlys.

The Mannerlys had invited the children to attend their legendary Annual Pool Party Extravaganza, but things didn't go so well. The Blunders had horrible manners!

Billy plunged his dirty hands into the bowl of chips and grossly ate a whole pizza in seconds. Then, he accidentally pushed Mrs. Mannerly into the pool and didn't even say he was sorry!

When Brenda arrived at the party, she didn't speak to any of the Mannerlys, but she gossiped to others about Mary

Bobby burst the bouncy moonwalk by jumping in it while wearing his favorite rubber boots. Then he bragged about how smart he is to Michael Mannerly.

Little Becky was no better. Becky took Melissa Mannerly's favorite doll and buried it in the sandbox. She also trampled on the Mannerlys' beautiful flowers while dancing around pretending to be a giant butterfly.

The Mannerlys were angry and asked the Blunders to leave their party, saying, "You will be invited back once you can be more considerate and use better manners."

Billy, Brenda, Bobby and Becky were crushed. They vowed to improve their manners. They want very much to do better in school, have more friends and, most of all, be invited back to the Mannerlys' Annual Pool Party Extravaganza! But they can't do it alone... they need your help!





Billy Blunder, Age 9

Charming, clever, confident and carefree—that's the way Billy Blunder likes to be.

He's great at baseball with a supernatural swing, but when he doesn't win, his words really sting.

He's fast and he's strong, a joker and a clown, everyone likes him except when he puts them down.

His manners offenses are many, such as these: belching at dinner and throwing his peas.

He interrupts conversations and runs through the door, he broke Bobby's chemistry set and said nothing more.

Billy Blunder's a dude, as cool as can be, but needs to improve his manners ASAP!

Brenda Blunder, Age 7

She has a vivid imagination and a fiery red mop top, but Brenda also has a problem...she likes to gossip a lot.

The wacky, zany tales she tells about what others do may be interesting to some, but are often untrue.

She's a gifted artist and her paintings are admired. Sadly, her poor greeting skills leave much to be desired.

Awkward and nervous, Brenda often misses her cue, when being introduced she forgets what to do!

Instead of introducing herself in a polite way, she stares at the ground to people's dismay.

Brenda needs your help, as you can plainly see. She wants to be invited to the Mannerlys'.





Bobby Blunder, Age 7

Brilliant in math and a techno-science whiz, Bobby always tops the class in every test and quiz.

His mind is always working in sums, squares and roots, plodding with his books in hand, wearing rubber boots.

He marches all around town with his head held high, as if to say to everyone, "I'm such a smart guy!"

Lovable and kind, a very dedicated brother, but it's the whining and complaining he does like no other.

Picky with the meals he eats (it's really very rude), he won't try something different, even a great new food.

Bobby needs to be more adventurous and fun! Please help him learn how this is done.

Becky Blunder, Age 5

Popular, creative and pretty like a doll, little Becky Blunder seems to have it all.

But she lives in her own imaginative bubble, and her make-believe games often get her into trouble.

She talks loudly, blurts out things she shouldn't say, demands constant attention and must always get her way.

She likes to give advice, and this nickname really suits...Becky Blunder is definitely a little Miss Bossy Boots!

She's always telling her big sister what she should do, she's shamefully messy and never says, "thank you."

With your help, she can become a great person and leader, you can help Becky learn how to be kinder and sweeter.



Object

Be the first player to reach the FINISH space and be invited to the Mannerlys' Annual Pool Party Extravaganza!

Set Up

- Open the Game Board and lay it in the middle of the play area.
- Place the Card boxes, including the Table Setting Cards, near the Game Board where everyone can reach them.
- Play through one side of the Cards first and then switch to the other side to avoid repeats.
- Decide which Blunder you or your team will be and place that Pawn on Start.

Play

- The youngest player (NOT the youngest Blunder) rolls the dice first. Look at the colored die—whichever color is showing is the color Card you draw. The player to your left will read that question aloud to you and you will try to answer correctly.
- Orange Cards cover manners in the home, Green Cards focus on manners at school and playing with others, and Purple Cards are about table manners (you may be asked to use the Yellow Table Setting Cards with these). Within each color deck, you will find these types of questions:
 - Multiple Choice—choose the best answer from the list of choices. Unless noted, there is only one correct answer.
 - Acting—act out the words or actions. You must get another player or team member to correctly guess what you are trying to act out.
 - True/False—decide whether the statement is true or false.
 - Scenario—tell the other players what you think is the correct response. Your answer should be close to the example answer on the Card. The scenarios are open-ended questions that do not have an exact answer. Use your manners, be a good sport and work it out.
- Good Job—you get to move ahead extra spaces!

Sometimes you don't have to do anything for the reward, but other times you may be asked to complete some tasks to get the reward.

- Oops—bad manners have consequences. Follow the directions on the Card and move backward along the path, disregarding the number die you rolled.
- If you answer your question correctly, you may move your Pawn ahead on the path the number of spaces shown on the number die you rolled. The exception is the Oops Card, where you must move backward.
- If you land on the PARK space, you get a “More Friends” token and get to take another turn right away! If you land on the SCHOOL space, you get the “A+ Paper” token and get to take another turn right away!
- Play moves to the left for another player or team to take a turn.
- If two or more players land on the same space, it is okay to share.

Winning the Game

The first player to reach the FINISH is the winner! As each player or team makes it to the FINISH, they receive an invitation to the Mannerlys' Annual Pool Party Extravaganza!

Note to Adults

- Reading assistance may be required for younger children.
- It is beneficial to play the game with children, talking about the questions and helping them understand the correct answers. You never know, you may even learn something, too!
- The award-winning game *Blunders* was invented by Children's Etiquette Expert and CEO of *Successful Kids, Inc.*, Aimee Symington. Aimee has been an etiquette instructor for over 15 years, working across the U.S., Europe and Asia, and has created products that teach children essential manners and social skills. As an etiquette expert, Aimee has been seen on *The Today Show*, is a regular guest on TV and radio, and is often quoted in regional and national publications such as *Woman's Day*.



Shown here is a proper table setting, which may be used as a reference for some of the game questions and answers. From left to right, we have: salad/dessert fork, main course fork, main course plate (with napkin placed on it), knife, soup spoon, teaspoon; and above are the salad/bread plate and drinking glass.



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Customer Service
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