

Ages 9 and Up
3 to 8 Players

Watch the Video: BigGcreative.com/Brady
Time to Play: 20 Minutes

The BRADY Bunch™

Party Game



Contents: 48 Mischief Cards, 14 Snoop Cards, 8 Character Tiles, 8 Tile Bases, 6 Reference Cards, 4 Cookies, 3 Help Tokens, 1 Round Marker, 1 Game Board, Instructions

GAME OVERVIEW

It's a lively game of bluffing and deduction! One player takes on the role of Alice—the other players are the Brady kids. One of the kids has been causing trouble. It's up to Alice to find a Tattletale, and figure out who's the Troublemaker. Try not to laugh while you point the finger and snitch on the other players!

OBJECT

To win as Alice, correctly identify the Troublemaker. To win as a kid, play high or low Mischief cards to achieve a goal of becoming the Tattletale, Troublemaker, or Sidekick.

- **Be the Tattletale:** Play low-value Mischief cards, help Alice identify the Troublemaker, and win with Alice!
- **Be the Troublemaker:** Play high-value Mischief cards, avoid detection, and win with the Sidekick!
- **Be a Sidekick:** Play middle-value Mischief cards, help the Troublemaker avoid detection, and win with the Troublemaker!

SET UP

- 1 Place the game board in the middle of the table, Brady Bunch side up, and place the Round Marker on the ① space.

- 2 Choose which player will be Alice.

Alice: Take the Alice Tile, Tile Base, Cookies, and a Reference card. See **REFERENCE CARDS** to know how many Help Tokens to take at the beginning of the game. Put your Tile in the Base and place it in front of you.

- 3 The other players choose a kid.

Kids: Put your corresponding Character Tile in a Tile Base and place it in front of you. **Note:** See instructions for a 3-player game on page 10.

- 4 Remove any unused characters (2 of each) from the Snoop cards and set them aside.

- 5 Shuffle the remaining Snoop cards and place them face down in a draw deck near Alice.

- 6 Shuffle the Mischief cards and deal 3 cards to each kid. You may look at your Mischief cards, but keep them secret from the other players. Place the remaining cards face down in a draw deck beside the game board.



Alice Tile and Base



Reference Card



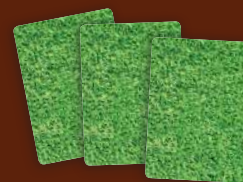
Help Tokens



Cookies



Snoop Cards



Mischief Cards

SET UP EXAMPLE: 5 PLAYERS



GOALS

Alice is the only player with an assigned goal. Alice's goal is to correctly identify the Troublemaker at the end of the game. The kids can win by secretly choosing one of the goals below, and playing Mischief cards to help achieve that goal (see **MISCHIEF CARDS**). The kids get to choose their goals, so their goals may change throughout the game. Depending on the number of players, more than one kid may have the same goal.

1 Be the Tattletale: Have Alice correctly identify the Troublemaker.

Your goal is to play low-value Mischief cards to accumulate the lowest score. Try to give Alice helpful information to track down the Troublemaker. If Alice tracks down the Troublemaker, you win!

The number of Tattletales depends on the number of players:

- **3 or 4 players:** 1 kid will be the Tattletale.
- **5 or 6-players:** 2 kids will be Tattletales.
- **7 or 8 players:** 3 kids will be Tattletales.



Example: This hand has low cards, so Tattletale is a great goal.

2 Be the Troublemaker: Don't get caught by Alice.

Your goal is to play high-value Mischief cards to accumulate the highest score. Bluff about what cards you and the other kids are playing to throw Alice off the trail. If Alice accuses the wrong kid of being the Troublemaker, you and the Sidekicks win!



Example: This hand has high cards, so Troublemaker is a great goal.

3 Be the Sidekick: Confuse Alice so the real Troublemaker avoids detection.

Your goal is to play middle-value Mischief cards to accumulate a high score, but not the highest. Bluff about what cards you and the other kids are playing to throw Alice off the trail. If Alice accuses the wrong kid of being the Troublemaker, you and the real Troublemaker win!



Example: This hand has middle cards, so Sidekick is a great goal.

MISCHIEF CARDS



Play high- or low-value Mischief cards strategically, to help achieve your goal of becoming the Tattletale, Troublemaker, or Sidekick.

- Playing a low-value Mischief card (1 or 2) helps you become the Tattletale.
- Playing a high-value Mischief card (5 or 6) helps you become the Troublemaker.
- Playing a middle-value Mischief card (3 or 4) helps you become the Sidekick.

At the end of the game, the numbers on each of your four Mischief cards are totaled (see **SCORING**).

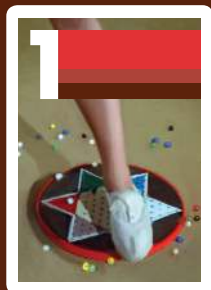
Low-value

High-value

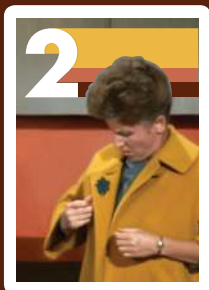
TATTLETALE

SIDEKICK

TROUBLEMAKER



Toys Left Out



Fake Ink Stain



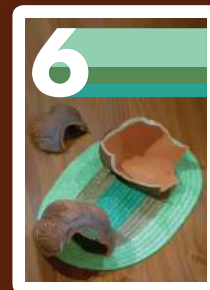
Skull in Fridge



Flour Trap Over Door



Broken Lamp

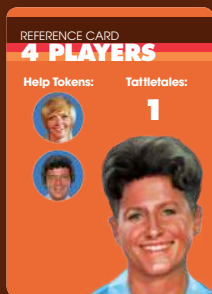


Broken Vase

Tip: Depending on the number of players, a Sidekick might turn into a Tattletale without realizing until the end of the game. In games with more players, it's often best for a Sidekick to play a range of numbers from 3 to 6.



REFERENCE CARDS



Front



Back

Use the Reference card for the total number of players, including Alice.

The front of the Reference card indicates:

- The Help Tokens Alice starts the game with.
- The number of Tattletales in the game.

The back of the Reference card shows how many Snoop cards Alice reveals each round.

SNOOP CARDS



Snoop cards allow you to look at a Mischief card (see **MISCHIEF CARDS**) played by another kid. Snooping may give you information about which goals the other kids are trying to achieve. Discard the Snoop cards at the end of each round. The number of players in the game determines the number of Snoop cards revealed each round.

Note: If Alice draws the same kid twice during one round, they may look at 2 separate Mischief cards.

ROUND	3 players	4 players	5 players	6 players	7 or 8 players
①	1 Card	2 Cards	2 Cards	3 Cards	3 Cards
②	1 Card	1 Card	2 Cards	2 Cards	3 Cards
③	1 Card	1 Card	2 Cards	2 Cards	3 Cards
④	1 Card	2 Cards	2 Cards	3 Cards	3 Cards

Note: These numbers change when playing with the Cousin Oliver variant for 6 to 8 players (see **COUSIN OLIVER**).



COOKIES

Each round, Alice must reward one kid with a Cookie. This allows the kid to look at a Mischief card played by another kid (see **HELP TOKENS**). Alice may not give out more than 1 Cookie per round. At the end of the game, Cookies will be used to either increase or reduce your score by 1 point each (see **SCORING**).

Note: Alice may reward the same kid with a Cookie in each round. The Cookie action cannot be saved to use during a later round.




Add 1 point to your score



Subtract 1 point from your score

HELP TOKENS

Once per round—after the kid given a Cookie has looked at a Mischief card—Alice may also spend a Help Token to look at Mischief cards. This allows Alice to get more information and check whether the kids are telling the truth. Discard the Help Token after use.

- When Alice plays  or , Alice may look at **1** Mischief card.
- When Alice plays , Alice may look at **2** Mischief cards.

The number of Help Tokens Alice receives at the start of the game depends on the number of players:

3 players:



4 to **5** players:



6 players:



7 or **8** players:



PLAYING A ROUND

The game is played in 4 rounds, each following these steps:

1 Alice Reveals Snoop Cards

The Snoop cards show which kid or kids will be the Snoops for the round (see **SNOOP CARDS**). Refer to your Reference card to see how many cards are revealed.



2 Kids Play Mischief Cards

Each kid selects 1 Mischief card (see **MISCHIEF CARDS**) from their hand and places it face down over their Character's name on the game board.



3 Snoop on Siblings

All players close their eyes, put their heads down, and hum the Brady Bunch theme song. Starting with the kid whose Snoop card was drawn first, that player opens their eyes to look at any 1 Mischief card played by another kid. Once finished, that player puts their head down, says "done," and announces which kid (if any) is next. When the final Snoop has seen a Mischief card, that player announces, "Everyone open your eyes," and the players stop humming.

4 Alice Asks Questions, Gives a Cookie, and Spends Optional Help Token

Alice questions the kids, trying to discover their goals. Alice can ask any number of questions, of any kids, in any order (see **ALICE STRATEGY TIPS**). The kids may choose to tell the truth or not. When finished, Alice selects one kid and rewards them with a Cookie (see **COOKIES**). Alice may also choose to spend a Help Token (see **HELP TOKENS**).



5 Cookie Kid Looks and Alice Uses Optional Help Token

All players (including Alice) close their eyes, put their heads down and hum the Brady Bunch theme song. The kid who was given a Cookie gets to look at a Mischief card played by another kid. If Alice is using an optional Help Token, Alice then looks at a card. All the kids should have their eyes closed while Alice looks at a card. When done, Alice announces, "Everyone open your eyes." All players stop humming.



6 The Round Ends

Alice can ask final questions for the round, then the round ends. Alice moves the Round Marker to the next space on the game board and discards the Snoop cards. Each kid takes back their Mischief card and tucks it under their Character Tile to score it. Mischief cards placed under Character Tiles are safe and cannot be looked at in a later round. Each kid draws a new Mischief card, bringing their hand back to 3 cards, and a new round begins, following the same steps.

END OF GAME

- 1 At the end of the 4th round, each kid takes back their Mischief card and tucks it under their Character Tile.
- 2 Place any unused Mischief cards back in the draw deck, and set the deck aside.
- 3 Alice gathers all the Snoop cards.
- 4 Remove the Round Marker from the game board and set it aside, then flip the game board to the side showing Alice.



SCORING

Alice counts to three, then each kid with Cookies shows whether their Cookies will add to or subtract from their score. **Note:** If a kid has more than 1 Cookie, all their Cookies must be either **+** or **-**.

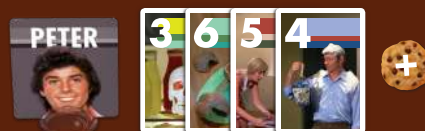
Alice selects the kid most likely to be the Troublemaker from the Snoop deck and places the card face down on the game board on the Accusation space.

- 1 Starting with the kid to Alice's left and continuing clockwise, each kid reveals their Mischief cards.
- 2 Add up the numbers on the cards, including adding or subtracting for Cookies.
- 3 Character Tiles are placed on the game board according to their score.
- 4 The kid with the highest score places their Character Tile on the spot marked Troublemaker. If there is a tie for the high score, then all the kids with the high score become the Troublemakers, and Alice can win choosing any of them.
- 5 The kid with the lowest score places their Character Tile on the spot marked Tattletale. If there is a tie for the lowest score, then all the kids with the lowest score become Tattletales, and they all win if Alice identifies the Troublemaker.

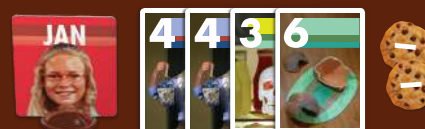
After all Character Tiles have been placed, Alice reveals the guess of who's the Troublemaker.

- If Alice's guess is correct, Alice and the Tattletales win!
- If Alice's guess is incorrect, the Troublemaker and Sidekicks win!

EXAMPLE:



Peter's score, **19**, is the highest.
Peter is the **Troublemaker**.



Jan's score, **15**, is the second highest.
Jan is the **Sidekick**.



Greg's score, **10**, is the lowest.
Greg is the **Tattletale**.

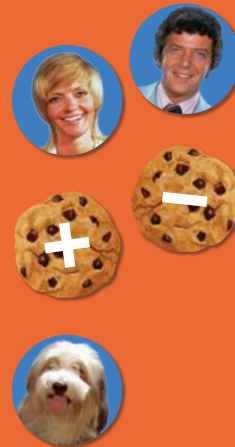


Alice guessed correctly that Peter was the **Troublemaker**. Alice and Greg win!

ALICE STRATEGY TIPS

Playing as Alice can be challenging. Because players may change their goal, you're not sure who to trust. While you may want to try to remember every number you hear and see, if you look for the following key things, it may help you identify the Troublemaker.

- Find a Tattletale you can trust early on. A Tattletale wants to be identified. A good strategy is to use a Help Token to verify information given to you by a possible Tattletale. If they are telling the truth, you can probably trust them.
- Give a Cookie to a kid you think is a Tattletale in hopes of getting accurate information.
- Once you determine who your Tattletale is, get them involved. Ask them their opinion on who the Troublemaker might be.
- Ask a Tattletale to look at a Mischief card played by a specific kids when they are Snooping.
- Most of the time, Alice won't feel completely confident when guessing the Troublemaker. Don't be discouraged—part of the fun is the surprise reveal at the end!



HELPFUL ALICE QUESTIONS

What Mischief card did you play?

Whose Mischief card did you look at?

Is ____ telling the truth about the Mischief card you played?

What number did they play?



3 PLAYERS

Read **SET UP**, **PLAYING A ROUND**, and **SCORING** before you start playing a 3-player game. Select one Character to be your silent Brady kid for the game.

- 1** During Set Up, place the Character Tile of your chosen silent Brady kid beside the game board. Set Up for Alice and the other Brady kids remains the same.
- 2** During the Kids Play Mischief Cards step, the top card on the Mischief deck is placed on the silent Brady kid's space on the game board. The other two kids will play their cards as normal.
- 3** During the Snoop on Siblings step, snooping kids may look at the silent Brady kid's card if they choose.
- 4** At the end of each round, tuck the silent Brady kid's Mischief card under their Character Tile.
- 5** During Scoring, Alice will add the silent Brady kid's Snoop cards to the others, before making the accusation. Alice may accuse the silent Brady kid of being the Troublemaker.
- 6** Alice reveals the silent Brady kid's played Mischief cards (see **SCORING**), and totals the score.

COUSIN OLIVER

This variation changes the way Cousin Oliver is played for 6- to 8-player games. We suggest that you familiarize yourself with the core game before trying this variant. Use Cousin Oliver to expose 2 Mischief cards over the course of the 4 rounds. He may not expose 2 cards in the same round.

- 1** During Set Up, whichever player is Cousin Oliver takes their 2 Snoop cards into their hand.
- 2** During the Alice Reveals Snoop Cards step, the number of Snoop cards Alice reveals is changed.
 - **6-player game:** Alice will reveal 2 Snoop cards each round.
 - **7-player game:** Alice reveals 3 Snoop cards in rounds 1 and 4, and reveals 2 Snoop cards in rounds 2 and 3.
 - **8-player game:** Alice reveals 3 Snoop cards each round.
- 3** Before the kid rewarded with a Cookie looks at a Mischief card, Cousin Oliver may choose to spend 1 Snoop card to expose a Mischief card, as described below.
- 4** All players (including Alice) close their eyes, put their heads down, and hum the Brady Bunch theme song. Oliver goes first, selecting one kid and flipping over their Mischief card, **leaving it face up**. Once Cousin Oliver's eyes are closed and head is down, the kid who got a Cookie can look at a Mischief card. Discard Cousin Oliver's Snoop card after use. Alice can use an optional Help Token afterward.
- 5** Play continues as normal, with Alice and the Brady kids all having more information.



SUMMARY: PLAYING A ROUND (SEE PAGE 7 FOR MORE DETAILS)

1 Alice reveals Snoop cards.



2 Each kid plays 1 Mischief card face down to the Game Board.



3 The Snoops look at a card played by another kid.



4 Alice questions the kids and gives one kid a Cookie.



5 The kid who receives a Cookie looks at a Mischief card. Alice may play an optional Help Token to look at Mischief cards.



6 Alice asks final questions for the round.



7 The Round ends. Move the Round Marker to the next number.



8 The kids place the Mischief card they just played under their Character Tile. This is their score pile.



9 The kids each draw a new Mischief card, and a new round starts.