

AGES 8+



Guess Who!



Contents

4
Character
Stands



15
Head cards



15
Eye cards



15
Mouth cards

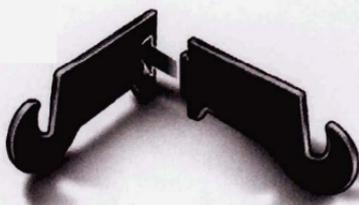


1
Character
Checklist pad



The First Time You Play

1. Carefully pop all of the character cards (mouths, eyes and heads) and stands out.
2. Assemble the cardboard stands as shown.



GAME 1: GUESS YOUR FACE

FOR 2-4
PLAYERS

Object

Ask yes or no questions and be the first player to identify your mystery character by identifying its mouth, eyes and head!

Setup

1. Each player should start off with one character checklist, a stand and something to write with (not included). Each sheet is double-sided but you will only use one side per game. Save the other side for the next time you play.
2. Separate the mouth cards, eye cards and head cards into 3 piles, facedown (so the colored card-backs are showing) within easy reach of all players.

NOTE: In this version of the game you should NOT see the character as you are building it – however, your opponents can see it! It's important not to say anything about other players' characters that might give them hints as to who their mystery character may be!

3. BUILD YOUR CHARACTER!

The oldest player picks first. The player to their left picks next.

1. pick an **orange** mouth card
2. pick a **red** eye card
3. pick a **blue** head card and put them all together, as shown.



REMEMBER

YOU ARE NOT ALLOWED TO LOOK AT YOUR CHARACTER AS YOU CREATE IT!

If you accidentally peek, take a new one.

4. Once you have picked all three character cards, put the pieces together in the cardboard stand so your opponent(s) can see your character's face.



Your View



Your Opponents' View

Gameplay

The player whose birthday is coming up next gets the honor of going first. Happy Birthday!

On Your Turn

1. Ask your opponents one question about your mystery character. Your opponents **MUST** be able to answer with **"YES"** or **"NO."** Everyone playing should respond.

For example – you could ask, *"Does my character have a monster mouth?"* or *"Do I have brown eyes?"*

Use your character checklist to help come up with questions. Remember, the only answer your opponents can give is **"YES"** or **"NO."**

If everyone doesn't agree on a **YES** or **No** answer, a new question must be asked.

2. Once you have your **YES** or **NO** answer, secretly mark off any face parts you eliminated on your character checklist. Then your turn is over. Play continues clockwise. (You shouldn't share your answers with your opponents, so don't let them see your character checklist!)

For example – let's say you asked, "Does my character have a hat?" And your opponents answered, "**NO!**" You should mark off all of the heads with hats on your character checklist.



Winning

Once you have narrowed down your character's mouth, eyes and head, at the beginning of your next turn, you can make your final guess as to who you think you are! **HOWEVER, YOU ONLY HAVE ONE FINAL GUESS PER GAME ...** So if you're wrong ... you're out of luck and out of the game!



To make your guess, you can say, "Am I a **CUDDLY, PURRING, ROBOT?**"

Were you right?

YES! Great job. You're the winner!

NO! Major bummer! Unfortunately, you're out of the game and play continues on. Better luck next time!

You must correctly guess your character's mouth, eyes and head. Two out of three doesn't count – sorry. If no one guesses correctly ... play again! Just make sure you shuffle the cards before you begin the next game.

GAME 2: WACKY FACES

FOR 3-5
PLAYERS

Object

Build silly faces, scary faces, faces that look like famous people – or faces that look like people you know. Your friends will vote for the face they like best. Earn a point for creating the best face. The player with the most points wins!

Setup

1. Spread out all of the mouth, eyes and head cards on a flat surface, with the picture side facing up. All players should be able to see every card (15 mouths, 15 sets of eyes, 15 heads).
2. Choose one player to be the Director. All other players will be Builders. All Builders should take one cardboard stand.

NOTE: You do not need an answer sheet for this version of the game.

Gameplay

1. The Director decides a challenge, and tells the Builders what kind of face to make.

For example – the Director could say, "Build a face that looks like my sister," or "Build a face that looks like the next superhero," or even "Build a

face that looks like your principal!" After the challenge has been given, the Director turns away so they can't see what the Builders are creating.

2. Once the Director has turned away, Builders – get building! All players at once, pick pieces and build your character. Your character must have a mouth, eyes and head.

3. Place your completed character in your stand as shown below. Arrange each Builder's character in a row and **once everyone's finished**, the Director can turn around.



4. The Director picks which face they think wins the challenge. The winning Builder gets one point.

5. Each player takes a turn being the Director. Once everyone has a turn as Director, the game ends.

Winning

The player with the most points at the end of the game wins. In case of a tie, the player with the closest birthday wins.



We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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