

Object of the Game

To identify the Picture Card held by the other player.

Contents

2 game consoles, 24 picture cards, instructions.

Set-up

- The players should sit opposite each other. Each takes one of the consoles and places it in front of himself with all of the flaps in the upright position. Place one set of console cards into the flaps.
- 2. Decide how many rounds you will play. Youngest player starts.
- 3. Place each scoring marker at zero.

Playing

The player going first takes the Picture Cards, shuffles them and deals one face down to himself and his opponent. Each player then places his card in the slot in the front of his console, so that he can see it but his opponent cannot.

There are 24 different characters in the game and the "doors" on each player's console show all 24. Each player must try to identify which of the picture cards is held by his opponent through a process of elimination.

Each player on his turn may ask one question that can be answered "Yes" or "No", about the character on his opponent's Picture Card. His opponent must answer this question honestly and the player who asked the question may then be able to shut some of the doors on

his console where the character shown does not match the answer given.

For example: If a player had asked whether his opponent's character had grey hair, and the answer had been "No", he would then be able to shut all the doors on his console containing characters with grey hair.

Play continues this way until one of the players has only one door left open on his console. This player then calls out the name of this character and, provided it is the one held by his opponent, he wins the round. If the character does not match, the round is automatically won by his opponent. The winning player records the win with the score marker on the side of his console.

All the doors are then returned to their upright position and the used Picture Cards are returned to the deck. The cards are then reshuffled and a new card dealt to each player before beginning the next round. The loser of the previous round then asks the first question and play continues as before.

Winning the Game

The first player to make five correct identifications (or a different number if agreed beforehand) is the winner.

We appreciate your comments on Who is it? Please send your correspondence to:

Pressman Toy Corp. Department: Who is it? 121 New England Ave. Piscataway, NJ 08854-4126

Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 (800) 800-0298

@ressman*

©2007 Pressman Toy Corporation. New York, NY 10011. All rights reserved. Made in China. Colors may vary.

#1702-0710