



LEVEL 2 | WILDLIFE INVESTIGATORS



SET UP

Slide the cards into the card holder.

Make sure they're all facing the same direction, and that the word "clues" is facing up and sticking out.



ON YOUR TURN

1. Roll the die to see how many clues to reveal.
2. Pull the top card out of the card holder **just enough to reveal the number of clues you rolled**. Be sure to show everyone the clues!

For example: if you rolled a 2, you would reveal the clues like this.



3. **All players** count to three together, then place a guess token on the animal they think matches the clues (*multiple players may place their tokens on the same animal*).
4. Once every player has made their guess, reveal the animal.
5. Players who guessed correctly keep their tokens on the board. **Players who guessed incorrectly remove their tokens.**
6. Slide the card into the bottom of the deck.
7. Now, it's the next player's turn!

HOW TO WIN

The first player to correctly guess 5 animals, wins!

Theora Creation

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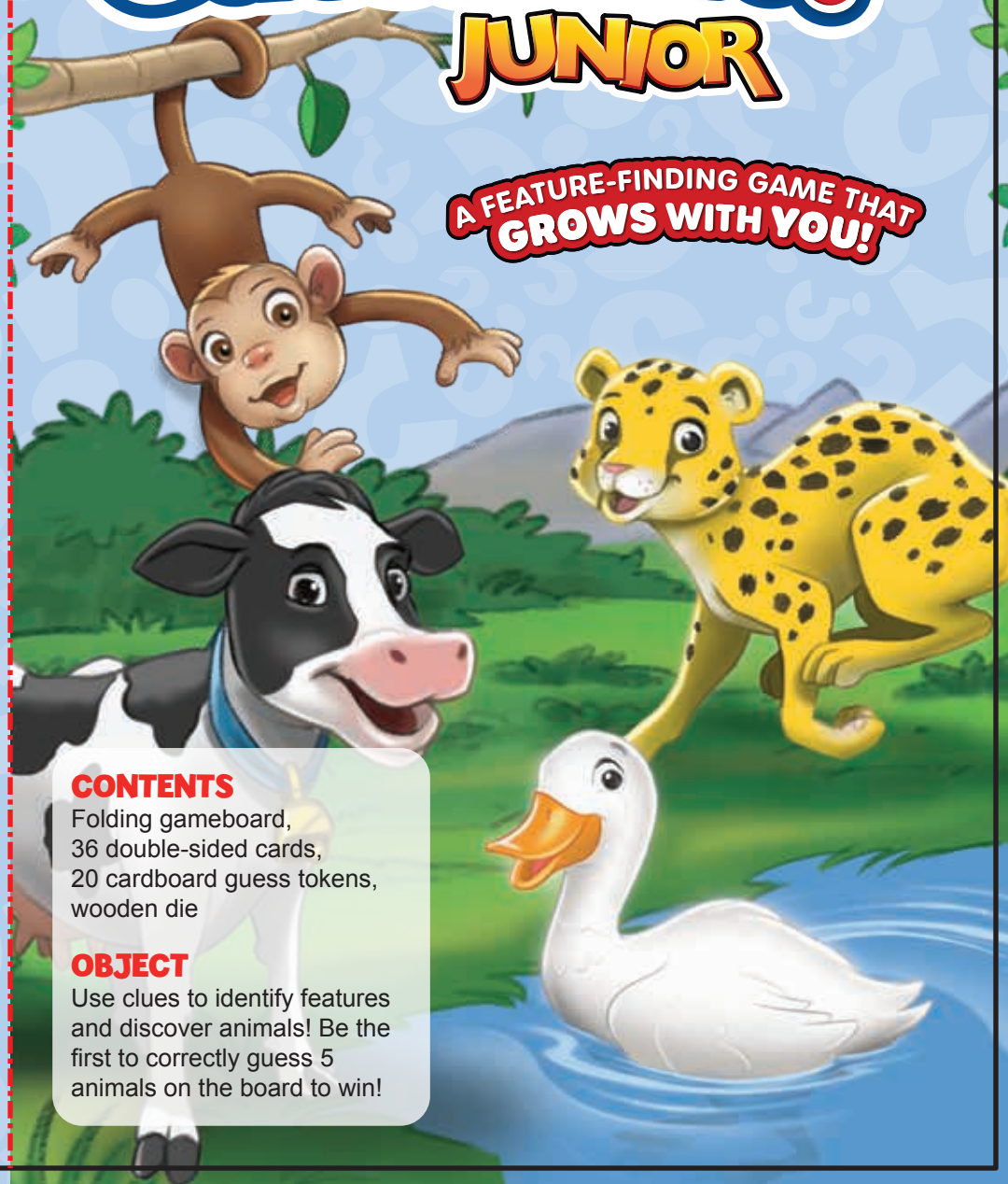
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WARNING: CHOKING HAZARD—Small parts. Not for children under 3 years.

Guess Who? JUNIOR

A FEATURE-FINDING GAME THAT
GROWS WITH YOU!



CONTENTS

Folding gameboard,
36 double-sided cards,
20 cardboard guess tokens,
wooden die

OBJECT

Use clues to identify features and discover animals! Be the first to correctly guess 5 animals on the board to win!



HEY, PARENTS!

These rules describe how to play two levels of this game.
You decide which level is right for your family!

LEVEL 1 | ANIMAL ENCOUNTERS

In this level, you'll get to use all three of the clues on the card to guess the animal on the board.

LEVEL 2 | WILDLIFE INVESTIGATORS

In this level, you roll the die to see how many clues you'll use to guess the animal on the board.

THE FIRST TIME YOU PLAY

Punch out the guess tokens from the cardboard sheet.

GET READY

1. Choose which **level** you want to play.
2. Choose to play with the **red side**, **blue side**, or the **whole board**! You can play with either side for both levels.
3. Fold or unfold the board so the side you want to play with is facing up and lay it on a stable surface.
4. Separate the cards depending on which side you are playing with. Use the **red cards** for the **red side**, the **blue cards** for the **blue side**, or **both** for the **whole board**.
5. Shuffle the cards and make sure they are all facing the same direction, with the clues facing up.
6. Give each player a color-matched set of 5 guess tokens.
7. The youngest player goes first, and play moves to the left.



HOW TO PLAY



LEVEL 1 | ANIMAL ENCOUNTERS



SET UP

You won't use the die for this level. Set it aside. Place the deck, with the clues facing up, where everyone can see.



ON YOUR TURN

1. Look at the card on top of the deck and read all three clues out loud, **but don't flip it yet!**
2. **All players** count to three together, then place a guess token on the animal they think matches the clues (*multiple players may place their tokens on the same animal*).
3. Once every player has made their guess, flip the card to reveal the animal.
4. Players who guessed correctly keep their tokens on the board. **Players who guessed incorrectly remove their tokens.**
5. Now, it's the next player's turn!

HOW TO WIN

The first player to correctly guess 5 animals, wins!



LEVEL 2 ON BACK!

