

Keep The Guessing Going

Keep playing and win five rounds to be the GUESS WHO? champion!

To play again:

1. Return all Mystery Cards to the deck, and reshuffle. Each player draws a new card.
2. Push down any remaining Character Cards.
3. Turn both trays over, and each player places the new card in the Mystery Card slot in their tray.

Storage

1. Put the Mystery Card deck into the blue tray's holder.
2. Place the red tray on top of the blue tray, and clip them together.

Theora Creation.

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ADULT ASSEMBLY REQUIRED.



GRAB & GO!

GuessWho?

Contents

- 2 Game Trays
- 40 Character Cards
- 1 Deck of Mystery Cards

Object

Ask yes or no questions to guess the other player's Mystery Character before they guess yours!

Assembly

1. Unclip the two trays to release them from each other.
(See figure 1.)
2. Insert the red Character Cards into the red tray and the blue Character Cards into the blue tray by sliding them into the Character Card slots. (See figure 2.)

FIGURE 1

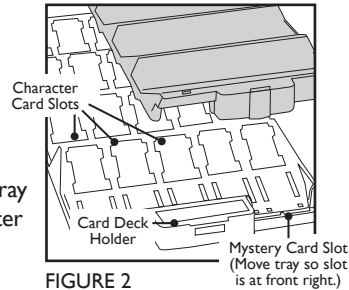
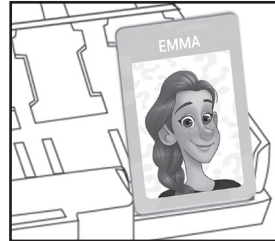


FIGURE 2



FIGURE 3



Get Ready!

1. Players each choose a tray and sit opposite each other.
2. Make sure you can see each of the faces and names in your tray.
3. Shuffle the deck of Mystery Cards. Then secretly draw a card, and place it (facing you) into the Mystery Card slot in the front of your tray. Make sure the other player can't see which card you drew. (See figure 3.)
4. Place the remaining Mystery Cards face down out of play.

Let's Play!

The youngest player goes first, then players take turns asking one question per turn.

On Your Turn

1. Ask a yes or no question about the other player's Mystery Character.
 - For example: you could ask "Does your Mystery Character have a hat?"

The other player must answer either "yes" or "no".

2. Hide any Character Cards in your tray that do not match the other player's answer. For example:
 - If the other player says "yes", close the doors on all the characters that are not wearing hats.
 - If they say "no", close the doors on all the characters that are wearing hats.

Now it's the other player's turn to ask you a yes or no question! Keep going until one player guesses the other's Mystery Character!

Guessing the Mystery Character

When you think you know who the other player's Mystery Character is, make a guess instead of asking a question.

- If you correctly guess the other player's Mystery Character, you win!
- If you guess incorrectly, the other player wins!