

## CHALLENGE GAME:

For an extra challenge, both players draw *two* Mystery Cards, and place them side by side in their Mystery Card slots. Your object is to guess *both* of your opponent's Mystery People.

You must say "both" or "either" when asking questions about the Mystery People. For example, you may ask, "Do both of your people wear glasses?" or, "Does either of your people have black hair?" Be careful when eliminating suspects—and remember the questions you've asked!

For example you may ask: "Does either of your people have a beard?" Your opponent answers "Yes." But you cannot flip down any faces because, although *one* Mystery Person *definitely* has a beard, the other may not!

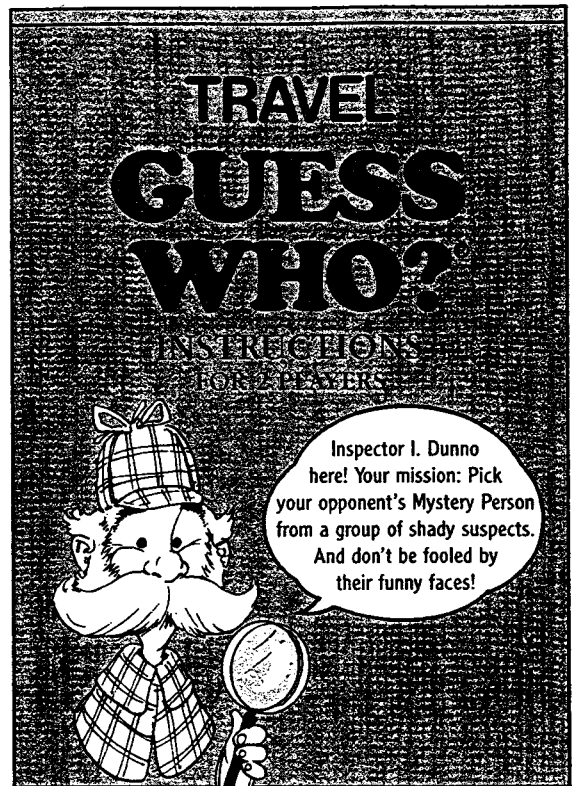
To guess the Mystery People correctly, you must guess *both* of them on the same turn.

## CHAMPIONSHIP PLAY:

If you wish to play a series of games, move the scoring marker up one notch for every game you win. The first player to win five games is the Champion!

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2 game trays, 40 plastic frames, 40 Face Cards (inside case), 20 Mystery Cards (inside case), 2 scoring markers

### Initial Assembly:

1. Open the case and separate the two game trays. See Figure 1.
2. Carefully detach the 40 plastic frames and the two scoring markers from the runners.
3. Carefully punch out the 40 Face Cards (red and blue card backs) from the sheets. Insert one card into each frame as shown in Figure 2.
4. Separate the frames with the red card backs from the frames with the blue card backs. One player will attach the red frames to the red tray. The other player will attach the blue frames to the blue tray.
5. Attach the frames to their matching-colored trays as shown in Figure 3. It doesn't matter which tray positions the frames

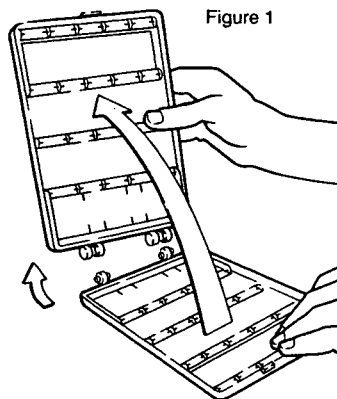


Figure 1

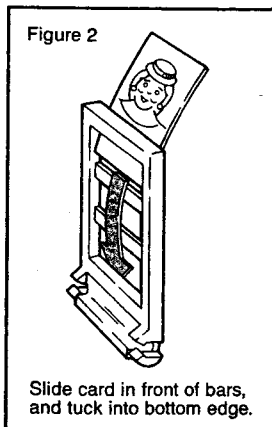


Figure 2

Slide card in front of bars, and tuck into bottom edge.

occupy, as long as the color of the card backs match the color of the tray. Flip the frames up and down to make sure they are fitted properly.

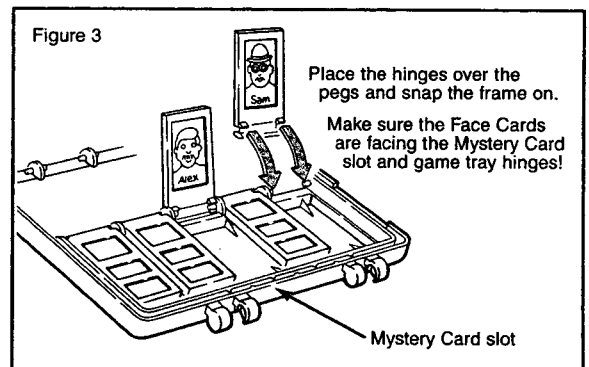


Figure 3

Place the hinges over the pegs and snap the frame on. Make sure the Face Cards are facing the Mystery Card slot and game tray hinges!

6. Carefully punch out the 20 Mystery Cards (yellow card backs) from their sheet.
7. Snap a scoring marker onto each of the scoring tracks, located on the side of the trays. (See Figure 4.) *Do not remove them once they are attached.* The scoring markers are used for Championship play only.

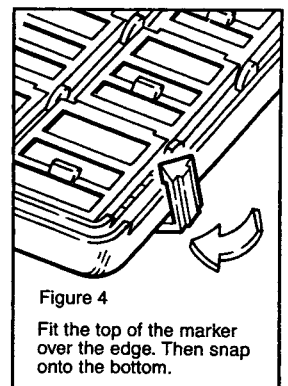


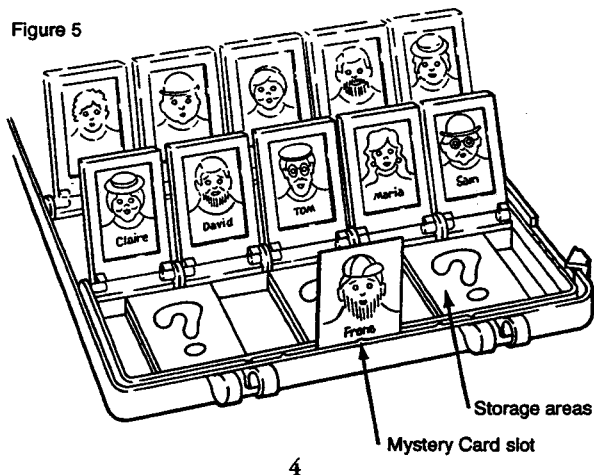
Figure 4

Fit the top of the marker over the edge. Then snap onto the bottom.

## Game Setup:

1. Choose a tray and position it with the Mystery Card slot and game tray hinges nearest you. Set all of your frames in an upright position. Your opponent does the same.
2. Shuffle the deck of Mystery Cards. Draw one card at random and fit it into your Mystery Card slot so that the card faces you, as shown in Figure 5. Your opponent does the same. Don't let your opponent see the Mystery Person on your card.
3. One player stores the unused Mystery Cards *facedown* in the storage area located underneath the front row of frames on his or her tray. (See Figure 5.)

Figure 5



## GAME PLAY:

### Your Object:

Guess your opponent's Mystery Person before your opponent guesses yours.

### The Gameboard Faces:

Notice the differences among the 20 faces on your tray. Hair and eye colors are different; some faces have earrings, beards, moustaches, or big noses; some are wearing hats or glasses. As you play, you'll notice several other differences among your "suspects."

### Taking a Turn:

The younger player always goes first. Players alternate turns.

On your turn, you may *either* ask a question *or* guess who the Mystery Person is. But don't guess the Mystery Person until you're ready! If your guess is wrong, you'll lose the game!



**Asking Questions:** Until you're ready to guess who the Mystery Person is, ask your opponent *one* question per turn. Each question must have either a "yes" or "no" answer. For example, you may ask: "Does your person have white hair?" Your opponent must then answer either "yes" or "no."

After your opponent answers, you may be able to eliminate one or more suspects. For example, if your opponent answered "yes" (the Mystery Person *has* white hair), flip down all the faces that have black, brown, red and yellow hair. Now only the white-haired people remain as suspects.

After you ask a question (and flip down any faces that you can), your turn is over.

**Guessing The Mystery Person:** When you're ready to guess who the Mystery Person is, make your guess on your turn, *instead* of asking a question. *You cannot ask a question and guess on the same turn.*

To guess the Mystery Person, say (for example), "The Mystery Person is George." Your opponent must then tell you whether or not your guess is correct. If your guess is right, you win the game! If it's wrong, you lose!

### How To Win:

Players alternate turns asking questions until one player uses his or her turn to make a guess. If you guess correctly—or your opponent guesses incorrectly—you win the game!

### Case Closed!

When done playing, make sure all the Mystery Cards are in the storage areas. Flip down all the Face Card frames and hold trays flat. Fit the hinges together, then carefully snap the trays shut. (See Figure 6.)

