

AGES
6+

ELECTRONIC

Guess Who? Extra

15
PLAYERS
2



? Contents

Portable case, 6 double-sided character sheets (3 red and 3 blue) and 8 guessing pegs (4 red and 4 blue).

? Object of the Game

To guess the other player's character before they guess yours!

Open the frame on the red side. The battery compartment is next to the **No** button.



IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

⚠ CAUTION:

1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

FCC Statement

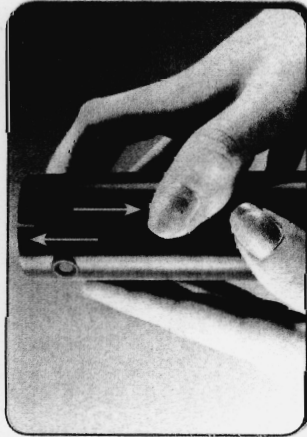
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

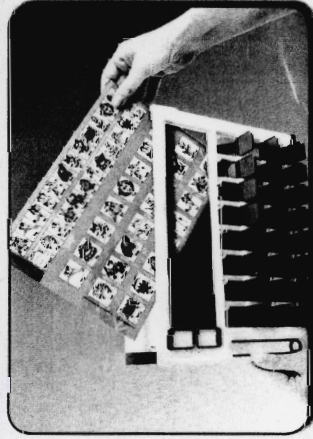
CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

? Set-Up

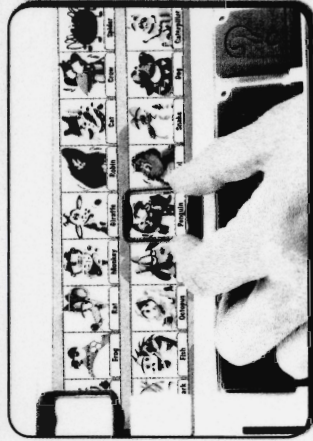
1. Each take a set of three character sheets - red or blue.



2. Open the case by pulling the two sides apart at each corner and stand it between the players. Make sure the red side faces the player with the red character sheets and the blue side faces the player with the blue character sheets.
3. Each hook your finger inside your white frame and pull it towards you - with just one flick all the windows open out.



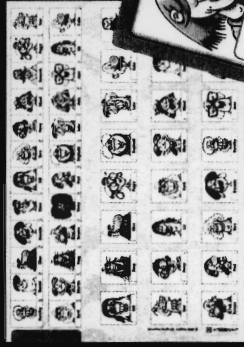
4. Agree on a character theme.
5. Each find the card side with the same theme and place it into your side of the case (your other character sheets can be stored behind your chosen character sheet).
6. Close your frame - all the windows should be open so you can see all the characters, e.g. if you agreed on the Monster theme, you should both be able to see all the Monster characters.



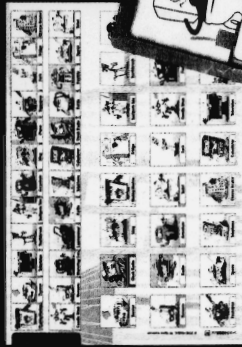
7. Secretly slide one of your selectors over any character of your choice. Once you have started playing, you cannot change the position of your selector!
8. The first time you play, make sure your scoreboard is on zero.

? Asking Questions

Notice the differences between the faces on the character sheets. This will help you think of the best questions to ask.



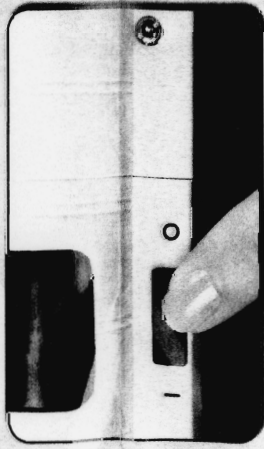
Funny faces
Does your character have a big nose?



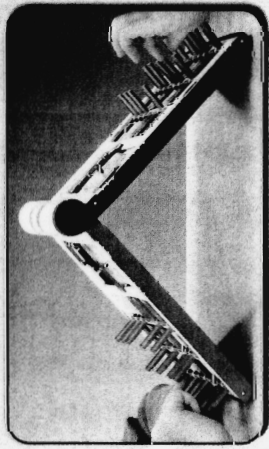
? How to Play Classic Guess Who?

There are 4 games to play: **Classic**, **Guess Who? Wild**, **Time to Time** and **Guess Who? 2**. Turn the page to see how to play the rest of the games.

1. Turn the game on by opening the frame on the red side and pushing the switch under the No button to the left (towards the "1").



2. The youngest player goes first. Ask the other player a question that can be answered with Yes or No.
3. The other player must not say anything! Instead, they should press the Yes or No button.



- You will both hear a sound that relates to the answer, e.g. you could hear someone laughing if the answer is Yes or someone crying if the answer is No. There are lots of different sounds, each randomly selected.

4. When you have your answer, close the windows on all the characters that you rule out from your search. For example, you ask: "Does your character have blue eyes?".

- If the answer is Yes, close the windows on all the characters with eyes that are not blue.
- If the answer is No, close the windows on all the characters with blue eyes.

5. No matter what your answer, when you have finished closing your windows, the other player asks you a question.

6. Keep taking turns until one of you is ready to make a guess.

- If your guess is wrong, close the window on that character. It is the other player's turn.

- You cannot guess right after asking a question – you must wait until your next turn.

7. If the other player guesses your character, hold down the Yes button for 3 seconds to hear the winning sound.

8. The winner scores 2 points. Keep track of your score on your scoreboard.

Optional Twist

If you answer Yes or No instead of pressing the button, the other player wins a point!

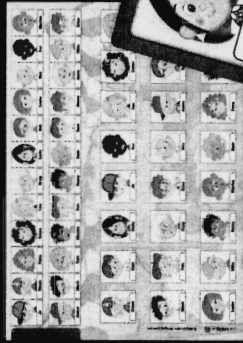
HOUSEHOLD ITEMS

Does your character live in the kitchen?



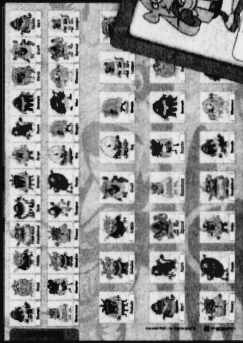
Usual Suspects

Is your character a girl?



Kids

Is your character a boy?



Monsters

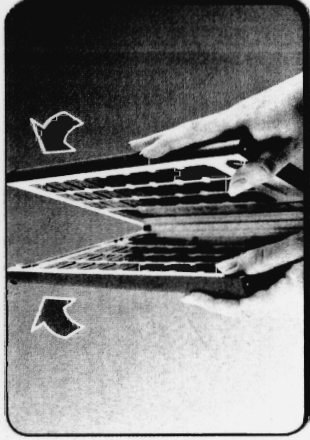
? TURN OVER TO FIND OUT MORE GREAT WAYS TO PLAY, INCLUDING HOW TO USE THE TIMER!

? The Ultimate Winner

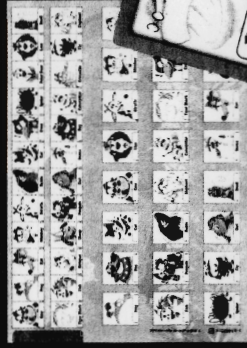
The first to reach the top of the scoreboard (12 points) is the winner.

? Closing the Case

1. Turn the game off by opening the frame on the red side and pushing the switch under the No button to the right.
2. When closing the case, make sure that you bring the two sides together at the top.



3 eyes?



Animals
Is your character a reptile?

? Guess Who? Wild



2. Play until there is a winner.
Winner, tell the losing player who your character was.
3. At the end of the game, if one of your guessing pegs is in the right space, you score 1 extra point. So:
Win Game + ✓ Wild Guess = 3 points
Win Game + X Wild Guess = 2 points
Lose Game + ✓ Wild Guess = 1 point

1. After you have completed the Set-Up make three wild guesses at what you think the other player's character could be. Do this by placing three of your guessing pegs next to three characters.

? Time to Time Game

This game is fast and frantic as you're playing against the timer and the other player! The pressure's on... it's all about speed! Can you keep your cool?

IMPORTANT: Each player is timed separately so you must use the Yes and No buttons for every answer you give... and you need to do it quickly!

1. After you have completed the Set-Up press the timer button and then keep pressing, depending on how fast you want to play:
3 beeps = Fast
2 beeps = Super Fast
1 beep = Almost Impossible!
2. Whoever's color flashes on the timer (red or blue) goes first.

3. Start the timer by pressing the Yes button.
4. Start playing as soon as the timer starts but remember, it's vital that you use the Yes and No buttons for every answer and that you press them as fast as you can! If your color is flashing, you ask the question.
5. The game ends when both players' time runs out or someone guesses correctly - whichever happens first!
 - If one player's time runs out, the other player carries on playing until their time runs out too.
 - If you guess correctly before your time runs out, hold down the Yes button for 3 seconds to hear the winning sound!

- If both players' time runs out, take turns to guess the other player's character. Have three guesses each - the first to guess correctly is the winner!

- If you buckle under the pressure of it all and make a mistake (e.g. you press the wrong button) tell the other player your mistake and keep playing. The winner scores 2 points.

? Guess Who? 2

This is an intense game which gets more fun the more you play it. It's all about the finer details and subtle differences between two chosen characters.

TIP: Try playing with the Usual Suspects character sheets first.

1. Complete the Set-Up but select two characters, one from each row.
2. Start off by finding out the similarities between the other player's two characters. Do this by phrasing your questions "Do both characters have". Finding out the similarities between both characters will help you rule out characters from your search.
3. Carry on by finding out the differences between other player's two characters. Do this by phrasing your questions "Does either character have".

IMPORTANT: Be very careful when ruling out characters and remember the questions you have asked and the answers given. For example, you ask: "Does either character have blue eyes?".

- If the answer is Yes you cannot rule out any characters as although one character has blue eyes, you don't yet know the color of the other character's eyes.
 - If the answer is No then rule out all the characters with blue eyes.
- The first to guess both of their characters wins 4 points.
- TIP:** Be specific about the color of glasses, eyes and hats.

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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. Tel: 888-836-7025 (toll free).

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