

Guess Who?

Littlest Pet Shop EDITION



FOR 2 PLAYERS
AGES 6+

OBJECT

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

CONTENTS

- 2 Gameboard trays
- 24 Mystery Pet cards
- 48 Pet cards and frames
- 2 Score keepers

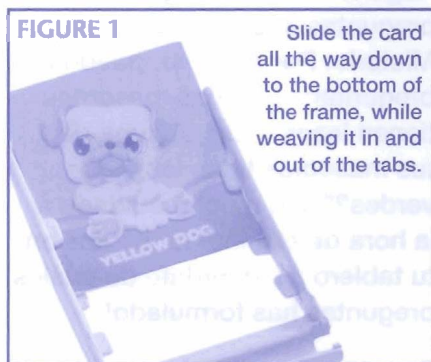
ADULT ASSEMBLY REQUIRED

THE FIRST TIME YOU PLAY

1. Carefully twist the 48 frames and the 2 two-piece score keepers off of the plastic runners. Discard the waste.
2. Gently detach the 48 pet cards and the 24 Mystery Pet

cards from the sheet. Discard the waste.

3. Slide each Pet card into a frame, as shown in Figure 1.



4. Attach the 48 loaded frames to the gameboards. Attach the green color frames to the green gameboard and the blue to the blue gameboard. See Figure 2. It doesn't matter which gameboard positions the frames occupy. After attaching each frame, flip it up and down to make sure that it fits properly.

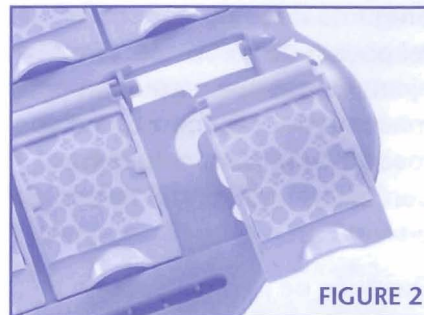
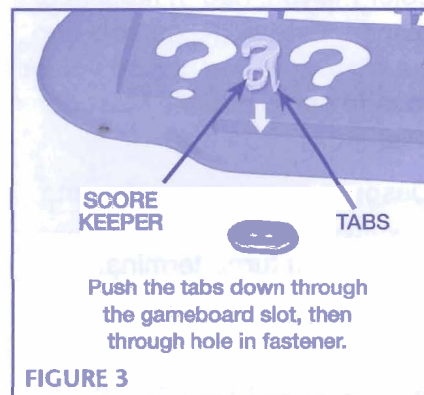


FIGURE 2

Attach a score keeper to each gameboard as shown in Figure 3. Use the score keepers for Championship Play only.



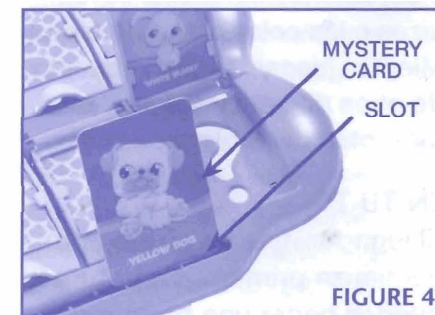
GAME SETUP

SET UP YOUR GAMEBOARD

Each player chooses a gameboard. Place your gameboard on a flat surface. Flip all of your frames upright by tipping your gameboard away from you; then set your gameboard flat again. Your opponent does the same.

DRAW YOUR MYSTERY CARD

Shuffle your Mystery cards. Choose two cards at random, choose which one you want to play, and fit it into your Mystery card slot so that your Mystery Pet faces you. See Figure 4. Return the card you didn't choose facedown to the deck. Your opponent does the same. Then place all unused Mystery cards out of play. Sit facing your opponent, so that he or she can't see the Mystery Pet on your card!



GAMEPLAY

YOUR OBJECT

Your object is to guess the Mystery Pet on your opponent's card by asking one question per turn, and eliminating any face on the gameboard that doesn't fit the Mystery Pet's description.



THE GAMEBOARD PETS

Notice the differences among the 24 pets on your gameboard. There are different kinds of pets; fur, nose and eye colors are different; some pets have bows or visible tails. As you play, you'll notice several other differences among the gameboard pets.

YOUR TURN

The youngest player always goes first. On your turn, you may either ask a question, or guess who the Mystery Pet is. But don't use your turn to guess the Mystery Pet until you're ready! If your guess is wrong, you'll lose the game! Rules for asking questions and guessing the Mystery Pet are explained below.

ASKING QUESTIONS

Until you're ready to guess who the Mystery Pet 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 pet have a pink nose?" Your opponent must then answer either "yes" or "no."

After your opponent answers, you may be able to eliminate one or more pets on the gameboard. For example, if the

Mystery Pet has a pink nose, flip down all of the pets that have brown, black, orange or white noses. This leaves only the pink-nosed pets as the possible Mystery Pet.

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

GUESSING THE MYSTERY PET

When you're ready to guess who the Mystery Pet is, make your guess on your turn, instead of asking a question.

To guess the Mystery Pet, say (for example), "The Mystery Pet is the White Cat." 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 makes a guess. If you guess correctly – or your opponent guesses incorrectly – you win the game!

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 who both of your opponent's Mystery Pets are!

You must say "both" or "either" when asking questions about the Mystery Pets. For example, you may ask, "Do both of your pets have bows?" or, "Does either of your pets have green eyes?" Be very careful when eliminating gameboard pets – and remember which questions you've asked!

For example, you ask, "Are either of your pets yellow?" Your opponent answers "yes." You cannot flip down any faces, because although one Mystery Pet definitely is yellow, the other one may not be!

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

CHAMPIONSHIP PLAY

If you wish to play a series of games, slide the score keeper up one point for every game you win. The first player to win five games is the Champion!

REPLACEMENT PARTS

For replacement parts please call:

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