

## TRY THESE ADDITIONAL WAYS TO PLAY!

### SPEED CHARADES

If anyone has a watch or timer, get ready for this fast-paced spin on Charades! Follow the same rules for Charades detailed in Game 3, but when the actor selects a card, start the timer. The actor has 3 minutes to act out what he or she is and have someone guess correctly.

The round continues until time runs out or a player guesses correctly. The guesser earns 2 Guess What I Am!™ game chips and the actor earns 1 Guess What I Am!™ game chip for the round. If time runs out before anyone guesses the mystery character, all players except the actor and the current guesser earn 1 Guess What I Am!™ game chip for the round.

The first player to earn 10 Guess What I Am!™ game chips wins the game! If multiple players earn 10 points at the same time, all of these players win the game!

### SPEED LIGHTNING ROUND

If anyone has a watch or timer, get ready for this action-packed version of the Lightning Round! Follow the same rules for Lightning Round detailed in Game 4, but when the first member of your team selects a card, start the timer. Your team has 3 minutes to try to guess as many characters correctly from your pile based upon clues from your teammates.

The round continues until time runs out or the team tries to guess each character in the pile once. When the pile or time runs out, count up how many characters were guessed correctly. The team earns 1 Guess What I Am!™ game chip for each correct character. If the team guesses all the characters in the entire pile correctly, they will earn a 5 game chip bonus!

Play then continues to the other team, who will try to guess the characters in their pile. At the end of Round 1, count up each team's Guess What I Am!™ game chips. Then, the mystery cards are shuffled & swapped between the teams.

Round 2 is played just like Round 1, but each team now has a different set of cards. The team with the most Guess What I Am!™ game chips at the end of both rounds is the winner.

**Put your game face on™ and invent even more fun ways to play!**

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MADE IN CHINA

Keep this package for future reference.

Product specifications and colors may vary.

Conforms to ASTM-D4236 & EN71



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PATENT PENDING

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#### FIRST-AID MEASURES (Crayon Set)

INHALATION: It is unlikely that emergency treatment will be required. Remove from exposure.

Get medical attention, if needed.

SKIN CONTACT: It is unlikely that emergency treatment will be required. If adverse effects occur, wash with soap or mild detergent and large amounts of water.

Get medical attention, if needed.

EYE CONTACT: It is unlikely that emergency treatment will be required. Wash with large amounts of water or normal saline until no evidence of chemical remains (at least 15-20 minutes). Get medical attention, if needed.

INGESTION: Contact local poison control center or physician immediately.



IM-4000

A4 size

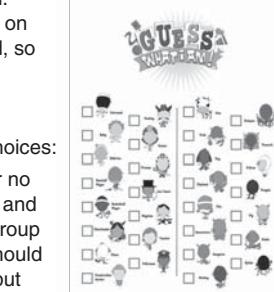
### GAME 1: WHAT AM I?

1. To start the game, players agree upon the number of rounds (from 1 to 5) to win.
2. Set up all the mystery cards face down in the middle of everyone.
3. Give each player a crayon and one tally sheet from the tally pad.
4. Each player then selects a card without looking at the character on the front. Place your face through the space of the mystery card, so everyone else can see what you are.
5. The game begins with the youngest player and then moves in a clockwise direction.
6. The player rolls the die and it will land on one of the following choices:
  - ASK (GREEN)** = The player will ask the group one yes or no question, like "Do I play sports?" or "Do I have fur?" to try and narrow down the choices on his or her tally sheet. If the group thinks the answer could be both yes and no, the player should circle the characters to mark that a question was asked, but cannot cross them off the tally sheet yet.
  - LOSE TURN (RED)** = If a player lands on this side, he or she loses a turn and play passes to the next player.
  - REVERSE (ORANGE)** = If the die lands on this side, the player that rolled before you rolls again and the game continues in the opposite direction (clockwise to counterclockwise and vice versa).
  - GUESS (BLUE)** = The player must wait until the die lands on GUESS before he or she can guess what they are.
  - WILD (PURPLE)** = Pick any of the other choices on the die for your turn!
7. Play continues as above. Continue to narrow down the choices on the tally sheet to figure out which silly character you are!
8. Roll GUESS and correctly guess your character to win the round and earn 1 Guess What I Am!™ game chip. The first player to win the set number of rounds wins the game!

**NOTE:** Even if a player knows what they are, the player must wait until he or she rolls GUESS to give his or her answer.

### GAME 2: TEAM CHALLENGE

1. To start the game, players split into two equal teams.
2. Set up all the mystery cards face down in the middle of everyone.
3. One player from each team then selects a card without looking at the character on the front. Place your face through the space of the mystery card, so your teammates can see what you are.
4. The object of the game is to try to guess what you are based upon clues from your teammates before the other team guesses their character.
5. The team with the youngest player gives the first clue. The teams can use any words not used in the name of the character to help the guesser figure out what they are.
6. If the first team is incorrect, play passes to the other team, who will try to guess their mystery character.
7. Play continues as above. Each team is only allowed to give five (or three for advanced players) clues in total to the guesser.
8. The first team to get their mystery character correct within five (or three for advanced players) clues earns 1 Guess What I Am!™ game chip and keeps the character. The losing team puts their character aside in the discard pile.



No. 4000



**Ages 3+ for 2-6 players / Fun for the whole family!**

**Guess What I Am!™ is the game of guessing, acting, and making funny faces!™**  
**With FOUR fun ways to play, put your game face on™ and get ready for hours of side-splitting fun for the whole family!**



### GAME PIECES

- 1 Eight-sided Die
- 30 Mystery Character Cards
- 100 Guess What I Am!™ Game Chips
- 1 Tally Pad
- 1 Tally Sheet Copy Template
- 6 Crayons

### OBJECT

**What am I?** is a hilarious new twist on a classic guessing game! Each player places his or her face through the space of the mystery card. Ask yes or no questions to narrow down the list of possible characters on your tally sheet and be the first player to figure out what you are to win!

In **Team Challenge**, players form teams and one player from each team selects a mystery character card. Get clues from your teammates to figure out what you are before they use up all their clues!

In **Charades**, one player will act out the character on the card until one of the other players can figure out what he or she is pretending to be!

In **Lightning Round**, players form teams and try to guess as many mystery characters as possible in their pile. The team can only give the guesser one clue per card, so use your imagination to come up with the best clues!

9. The losing team from this round gives the first clue in the next round.

10. The first team that correctly guesses five times and earns 5 Guess What I Am!™ game chips wins the game!

**NOTE:** If both teams run out of clues, both teams receive 0 points and the character is put aside in the discard pile.

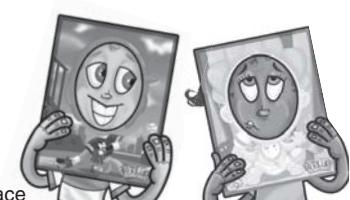
### GAME 3: CHARADES

1. To start the game, set up all the mystery cards face down in the middle of everyone.
2. The game begins with the youngest player. Select a card from the draw pile and look at the mystery character, but do not show it to anyone else.
3. The youngest player will act out the character on the card for the player to his or her left, who will get the first chance to guess. Sounds and gestures are OK when acting out the mystery character for the group!
4. Each player is allowed only one guess per turn.
5. If the player's guess is incorrect, the next player gets to guess.
6. The game continues until a player guesses correctly. The guesser earns 2 Guess What I Am!™ game chips and the actor earns 1 Guess What I Am!™ game chip for the round.
7. Play continues as above. The player to the left of the actor starts the next round by selecting a card and acting it out for the player to his or her left.
8. The first player to earn 10 Guess What I Am!™ game chips wins the game.

**NOTE:** If two players earn 10 points at the same time, both players win the game!

### GAME 4: LIGHTNING ROUND

1. To start the game, players split into two equal teams.
2. One team receives all of the people mystery cards, while the other team receives all the animal mystery cards.
3. Deal out your cards face down to each member of the team, so no one looks at the characters on the cards. The team with the youngest player starts the game.
4. The youngest player places his or her face through the space of the mystery card, so your teammates can see what you are.
5. The object of the game is for your team to try to guess as many characters correctly from your pile based upon clues from your teammates.
6. The team (or each teammate for beginners) is allowed to give only one clue to the guesser. The teams can use any words not used in the name of the character to help the guesser figure out what they are.
7. If the guesser figures out what he or she is from the team's clue (or clues), he or she keeps the card.
8. If the guesser cannot figure out what he or she is, the card is put aside in the discard pile.
9. The team member to his or her left holds the next card in the pile up to his or her face and the team (or each teammate for beginners) will give only one clue to the new guesser.
10. Play continues until the team tries to guess each character in the pile once.
11. When the pile runs out, count up how many characters were guessed correctly. The team earns 1 Guess What I Am!™ game chip for each correct character. If the team guesses all the characters in the entire pile correctly, they will earn a 3 game chip bonus!
12. Play then continues to the other team, who will try to guess the characters in their pile.
13. At the end of Round 1, count up each team's Guess What I Am!™ game chips. Then, the mystery cards are shuffled & swapped between the teams.
14. Round 2 is played just like Round 1, but each team now has a different set of cards. The team with the most Guess What I Am!™ game chips at the end of both rounds is the winner.



A4 size