

# WHO ARE YOU?

# **Game Rules**

### Object:

Be the first player to guess which character your opponent has chosen.

#### Contents:

2 game consoles, 48 console cards, 48 "choose" cards.

#### Set Up:

Each player takes a game console.

Carefully separate the cards that are marked "Choose" from the sheet. Each player takes the deck that matches the color of their console.

Carefully remove the other cards from the sheet and give the aqua console player the cards that have a yellow back and the yellow console player the cards that have an aqua back. Each player will insert one character card into each one of the 24 frames on their console. Slowly slide each card in from the top of the frame so that it's captured in the front tabs of the frame. Be sure to place these cards so that the name "Scooby-Doo!" is face up and the charcter pictures are face down as shown on the package back.

PLAYERS DO NOT HAVE TO PUT THE CHARACTERS IN THE SAME PLACE ON THEIR CONSOLE. IN FACT, IT'S A BETTER IDEA TO JUST RANDOMLY PLACE THEM INTO THE FRAMES.

Place your scoring arrows at "O".

# Playing:

Turn the "Choose" cards face down and mix them. Each player secretly chooses a card from their "Choose" deck and places it in the slot that's at the front of the console. (You may end up with the same card as your opponent). Both players put all of their 24 frames in the up position so that your opponent can only see the "Scooby-Doo!" word side.

The youngest player goes first by asking the other player any question that can be answered either "Yes" or "No". You are trying to ask questions that will help you guess what character the other player has chosen.

You will use YOUR console to help you guess which card your opponent has.

For example, if you ask your opponent, "Is your character wearing glasses?" and they respond, "Yes", then YOU flip down the frames of all characters that ARE NOT wearing glasses. Now you know that the character your opponent has is one of the characters still flipped up in your console.

The next player now asks a question to you and flips their frames down according to the answer you give. Players continue to take turns until a player wants to guess who their opponent has chosen.

# **Guessing and Winning the Came:**

A player may make a guess on any of their turns but BEFORE they ask a question. If their guess is correct, they win the game.

If their guess is incorrect, the other player wins.

For multiple games, the winning player moves their scoring arrow to the "1" position and players "reset" their consoles so that all of the frames are face up. They remove the choose cards that are in their console slot, mix the cards up and choose new characters for the next round.



We appreciate your comments on the Scooby-Doo Who Are You? game. Please send your correspondence to:

Pressman Toy Corp.
Department: Scooby-Doo!
121 New England Ave.
Piscataway, NJ 08854-4126

Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298

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