

MYSTERY MATCH

6+
years

INSTRUCTIONS

Object of the Game

To identify the Picture Card held by the other player.

Contents

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

Set-up

1. The players should sit opposite each other. Each takes one of the consoles and places it in front of themselves with all of the flaps in the upright position. Place one set of console cards into the flaps.
2. Decide how many rounds you will play. Youngest player starts.
3. Place each scoring marker at zero.

Playing

The player going first takes the Picture Cards, shuffles them and deals one face down to themselves and their opponent. Each player then places their card in the slot in the front of their console, so that they can see it but their opponent cannot.

There are 24 different characters in the game and "doors" on each player's console show all 24. Each player must try to identify which of the picture cards is help by this opponent through a process of elimination.

Each player on his turn may ask one question that can be answered "Yes" or "No", about the character on this opponent's Picture Card. Their opponent must answer this question honestly and the player who asked the question may then be able to shut some of the doors on

their console where the character shown does not match the answer given.

For example: If a player had asked whether their opponent's character had grey hair, and the answer had been "No", he or she would then be able to shut all the doors on their console containing characters with grey hair.

Play continues this way until one of the players has only one door left open on their console. This player then calls out the name of this character and, provided it is the one held by his opponent, he or she wins the round. If the character does not match, the round is automatically won by their opponent. The winning player records the win with the score marker on the side of their console.

All the doors are then returned to their upright position and the used Picture Cards are returned to the deck. The cards are then reshuffled and a new card dealt to each player before beginning the next round. The loser of the previous round then asks the first question and play continues as before.

Winning the Game

The first player to make five correct identifications (or a different number if agreed beforehand) is the winner.

 **WARNING: CHOKING HAZARD**
SMALL PARTS. NOT FOR CHILDREN UNDER 3 YRS.

PRODUCT MAY VARY FROM IMAGE SHOWN.
PLEASE KEEP THE PACKING FOR FUTURE REFERENCE.

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