



That's it!

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Not Suitable for children under 3 years, due to small parts.

Keep this information for further reference.

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Players: 2-4 or two teams

Age: 6 and up

CONTENTS:

Instructions, 2 boards, 2 sets of 2 sheets with 4 different themes – each consisting of 24 pictures. The themes are ‘transportation’, ‘children of the world’, ‘flags’ and ‘animals’.

OBJECT OF THE GAME:

By asking questions, see how quickly you can find out which picture your opponent has chosen.

WINNER OF THE ROUND

The first to guess his opponent’s chosen picture is the winner of the round and scores one point.

WINNER OF THE GAME

The winner of the game is the player with the highest score after an agreed number of rounds have been played.

Agree beforehand how many rounds you are going to play.

GAME PREPARATION:

Hand each player (or each team) a board. Place the board on the table in front of you. With your opponent, pick the theme you are going to play with (transportation, children of the world, flags or animals). Each of you takes the sheet with that theme and slides it into the slot at the top of the board. Open all the windows of the ‘house’. Note that all the pictures are shown again in miniature in the two rows under the canopy. Set the canopy up correctly so that your opponent can’t see the two lower rows of pictures. Choose one of the drawings from under the canopy and mark it with the sliding arrow. This is the picture your opponent must guess. The arrow can slide from right to left and point up or down.

PLAYING THE GAME:

The youngest player starts. Taking turns, players ask each other one question. Players must ask questions that can be answered only with ‘yes’ or ‘no’. So you can ask: is there blue in the flag? But you cannot ask: what colour is the flag? By asking clever questions, you can rule out certain pictures (and close their windows) until you think you know which picture your opponent has chosen.

Example on the theme of Transportation:

It is your turn and you ask:

–‘Can it fly?’

If the answer is ‘yes’, close all the windows of objects that CANNOT fly.

If the answer is ‘no’, close all the windows of object that CAN fly.

Your opponent will play now and so it continues until you think you know which picture your opponent has chosen. When it is your turn, say which picture you think it is.

If you have guessed right, you win the round and score one point.

If your guess was wrong, that is the end of your turn and play passes to your opponent.

Record how many points you have using the arrow on the side of your board.

If the picture has been guessed, the round is over. You can start a new round with the same theme or a different one.

EXTRA CHALLENGE FOR OLDER CHILDREN:

Play the basic game first (guessing 1 picture), before you play this extra challenge with guessing 2 pictures. Ask an adult for assistance if needed

The game: Choose two pictures for your opponent to guess. Use the two arrows at the bottom of the game board to mark the pictures.

Asking the correct questions has now become more important. When you are for example playing the theme “Animals” you could ask “can the animal fly?”

If the answer is **Yes**, it means that both animals can fly and you can close all windows of the animals that cannot fly.

If the answer is **No**, it means you can close all windows of the animals that can fly.

If the answer is **Yes and No**, it means that one of the animals can fly and the other one cannot. In this case you cannot close any window yet.

You can combine Yes and No answers to exclude certain animals.

Here you find some samples:

Question	Answer
“Can it Fly?”	“Yes and No”
“Does it have four legs?”	“Yes and No”
“Does it have horns?”	“Yes and No”

If you look carefully at the pictures, you can see that animals with wings and four legs do not exist. You also see there are no animals with horns and wings. This means, the one animal can fly and the other animal has four legs and horns. So all windows of animals that cannot fly or do not have horns and four legs can be closed.

Please note: If you want to guess, you have to guess, in one turn, both pictures right. When you guess one or both pictures wrong your turn is over and it is the other player’s turn.

Tips for two picture variation:

Use pen and paper to write down your questions and answers, this will help you to remember the answers and find the solution.



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