

Who Am I?[™]

Biography® Game

Game Directions

For 3 to 8 players, ages 12 and up

OBJECT OF THE GAME:

To be the first player to score 300 points by successfully measuring their ability to guess the identity of the mystery individuals.

COMPONENTS:

- * 480 cards (one side features the "Who Am I?"[™] clue section, the other features the "Bonus" questions.)
- * 1 Board featuring 5 spaces marked 25, 20, 15, 10, and 5, corresponding to increasingly obvious clues.
- * 1 Score Pad
- * 1 Answer Pad (with space for up to 10 games)
- * 8 Colored Chips
- * 1 Instruction Sheet

TO BEGIN:

Give each player an answer sheet and a chip. Decide who will be the first reader. Place the board in the center. The first reader takes the first card from the box and reads the first clue about the mystery person. The "Bonus" portion of the round is played after the "Who Am I?"[™] portion.

PLAY:

The game is made up of two-part rounds. Each round consists of a different reader giving the clues to the mystery personality in part one and then asking the "Bonus" questions of the other players on the back of the card in part two. The reading player does not otherwise participate in the round. Each card represents a round, and each card is read by a different reader in turn. The reader begins by reading the first clue from the "Who Am I?"[™] side of the card. After the first clue is read, any player who believes he/she knows the identity of the mystery person after one clue may place his/her chip on the space marked "25", and they must then write down their answer. After two clues, the value of the guess drops to 20 points, and any player who wishes to guess at that point may play for 20 points, and must then write his/her answer down before another clue is read. To play after three clues are read, the point value is 15 points, after four, 10 points, and after all five clues are read, players who are still stumped may guess for 5 points. More than one player may place their chip on the same space. If a player places their chip on the 25 space, they will get to hear only one

clue and must then commit in writing their guess as to the identity of the individual in question by writing it down on the answer pad. A player who places their chip on the space marked 20 will get to hear only two clues in total. And so on...Space 15 - 3 clues, space 10 - 4 clues, space 5 - 5 clues. The more clues you require to answer, the less points you stand to gain if you are correct. There is no penalty for a wrong answer. Once all players have written their answers down on their answer sheet, the Reader announces the identity of the mystery person. Players with a correct answer then record the amount under their chip onto the scorepad.

Bonus Round

Once the scores for part one have been entered, the reader turns the card over for the "Bonus Round". Here, the reader will read off four True or False or Multiple choice questions.

In the event of either a True or False or Multiple choice statement, the reader will announce the identity of the individual on the card and read each statement aloud. The remaining players will mark "T" or "F", or "A", "B", or "C" (whichever is appropriate) in the respective box on their answer sheet under "Bonus Round". Once all four statements have been read, the reader shall re-read the statements along with the answers. Players receive 5 points for each correct answer.

The scores are entered on the score sheet and the reading of the next card is passed to the next player clockwise.

The game continues in this fashion until one player reaches 300 points.

Players may wish to simplify game play in Part One by giving a free clue as to the Walk of Life of the Mystery Individual. Samples Include the following:

Art and Literature	Music
History and Politics	Film and Television
Science and Mathematics	Fictional Characters
Sports	

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