

**THE MYSTERY FACE GAME  
WITH 3 EXCITING ADVENTURES!**

# **GUESS WHO ?**



**MEET THE  
GUESS WHO  
DETECTIVES**

# GUESS WHO?

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# FIRST THINGS FIRST

## The ReadMe File

The *Guess Who?* CD-ROM has a ReadMe file with which you can view updated information about the game. To view this file, double-click on ReadMe.txt in the Guess Who directory found on your hard drive. You may also view the ReadMe file by clicking on the START button on your Win95/98 taskbar, then clicking on Programs > Hasbro Interactive > Guess Who > ReadMe file.

## System Requirements

Operating System:	Windows ® 95b/98/98se/Me (Not compatible with Win2000)
Processor:	Pentium® 166 MHz or higher
Memory:	32 MB RAM
Hard Disk Space:	50 MB Free
CD-ROM Drive:	8X Speed
Video:	2Mb DirectX compatible video card
Sound:	Sound Blaster compatible or DirectX compatible
DirectX:	DirectX version 6.1 or greater (the installer will install DirectX if necessary).

*This game is not compatible with Voodoo 3 3500 video card.*

# GETTING STARTED

1. Start Windows® 95/98.
2. Insert the *Guess Who?* CD-ROM game disc into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the “My Computer” icon on your Win95/98 desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the “setup.exe” file on the *Guess Who?* CD-ROM game disc and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing the *Guess Who?* game.
5. Once installation is complete, double-click on the *Guess Who?* game icon to start the game.

**Note:** You must have the *Guess Who?* CD-ROM game disc in the CD-ROM drive to play.

# WELCOME TO GUESS WHO?

There's plenty of fun detective work to do in the town of Look-About-Landing. It's up to you and the *Guess Who?* Detectives to solve 3 different mysteries. Inside each mystery you'll play fun and exciting mini-games, meet new characters and stop at places filled with surprises. Use your deductive-reasoning skills to solve mysteries and you'll be ready to guess who!

# HOW TO BEGIN

When you first launch *Guess Who?*, an opening introduction will play, leading you to the sign-in screen of the *Guess Who?* treehouse.



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If you have never played *Guess Who?* before, just type your name into the box and click the ✓ button (or press the Enter key) when you are done.

If you have played before, choose your name from the list of players by clicking on it, and then click on the ✓ button. If your name does not appear on the list, click on the up and down arrows to scroll through the list of available names.

**Note:** If you would like to delete a name from the list, click on the name to highlight it, and then press the Delete key on your keyboard. A dialogue box will appear to confirm your choice to delete. Click the ✓ button to delete the name, or click the X button to cancel.

## NAVIGATION BUTTONS

Use these navigation buttons to help find your way through the games.



### Exit

Click on this button to exit the program and quit the application.



### Arrow Buttons

Click on the back button to return to the previous screen. Click on the forward button to move to the next screen.



### Main Menu Button

Click on this button to return to the Main Menu screen.



### ✓ Button

Click on this button to say “yes” in dialogue boxes.



### X Button

Click on this button to say “no” in dialogue boxes.

# MAIN MENU

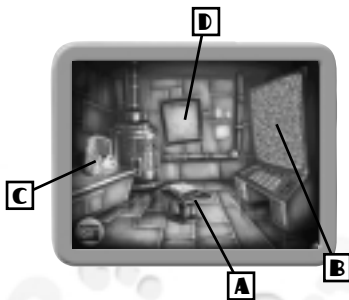
After sign-in, you'll have four options to choose from when you arrive at the Main Menu, which is the main room of the treehouse.

**A. Classic *Guess Who?*** – Click on the board game on the table to play a classic game against one of the *Guess Who?* Detectives.

**B. Adventure Mode** – Click on the Super Computer to solve a fun mystery around the town of Look-About-Landing in Adventure Mode.

**C. Play a Mini-Game** – Click on the arcade machine to play one of the nine fun Adventure Mode mini-games.

**D. View the Sleuth-Ranking List** – Click on the Sleuth-Ranking List to see your current detective ranking.



## CLASSIC *GUESS WHO?*

With Classic *Guess Who?* you can play all of the variations of the board game against a computer opponent. Your goal is to guess your opponent's mystery person before they guess yours. Starting with a list of 24 possible mystery people, you must ask a series of "yes or no" questions about them and narrow down the list based on the answers you receive.

Whoever correctly guesses their opponent's mystery person first is the winner. Be careful! If you guess incorrectly, you lose!

# STARTING A GAME

Click on the gameboard in the Main Menu and then answer the sequence of setup questions as they appear.

## Choose Normal or Challenge Game

**Normal** – Click on this button to play a game in which each player is given one mystery person. To guess who, ask simple yes/no questions.

**Challenge** – Click on this button to play a game in which each player is given two mystery people. To figure out the correct mystery persons, ask questions phrased “Does either person...” or “Do both people...”.

The Challenge game lives up to its name! You may not be able to narrow down ANY of the people on your list after asking a single question.



## Choose Your Opponent's Skill Level

**Sleuth** – Click here to choose the easiest computer skill level. In this mode, your opponent will make some mistakes and won't always ask the best questions.

**Super-Sleuth** – Click here to play a more difficult opponent. The computer may even take a wild guess to win when you're down to one card!

**Master-Sleuth** – Click here to play the ultimate challenger. In this mode, the computer will play a near perfect game of *Guess Who?*. You will have to use all of your deductive-reasoning skills to choose only the best questions to ask each time in order to win.



## Select the Game Type You Wish to Play

**Single Game** – Click on this button to play a single game of classic *Guess Who?* against the computer.

**Championship** – Click on this button to play the computer in a “First to 5” tournament.



## Help Movie

At this point, a dialogue box will appear asking if you would like instructions on how to play. Click the ✓ button if you would like to see an interactive tutorial, or click on the X button to start the game.

# NOW YOU'RE READY TO PLAY!

## Your Mystery Person/People

After making your setup choices you're ready to play! First, you will be shown your mystery person (or two persons if playing a Challenge game). This is the person or persons that your computer opponent is trying to guess. Click on the ✓ button once you have noted your mystery person/people.



**Hint:** You cannot have the same mystery person/people as your computer opponent in the same game.

You can eliminate your mystery person/people right away from the list of suspects. You remove a person by clicking on them.



## Asking Questions

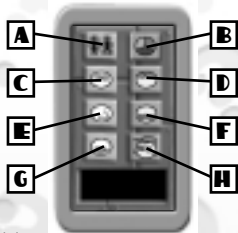
Now you're ready to ask questions about your computer opponent's mystery person. You always get to go first! Asking a question is a two-step process. First, you must choose what category to ask about, then you must ask the question.



### What You Can Ask

You can ask a wide variety of questions by choosing from the buttons on the top-left of the screen. The buttons let you select personal features (attributes) of which to ask. They are grouped in the following categories:

- A. Gender
- B. Hair Colour
- C. Eye Colour
- D. Hair Style
- E. Noses
- F. Facial Hair Variations
- G. Lips
- H. Miscellaneous



These buttons are menus that hold more attributes beneath them. When you move your mouse over a button it will unfold and show you the options. Click on an attribute to choose it.

You'll see the description of the feature you chose in the text window below the buttons.



### Asking the Question

After selecting your question, you must click on the green "Ask" button. You will always hear your question phrased as a "yes or no" question. For example, if you selected the "Red Hair" button, you will hear your question read as "Does your person have red hair?"



If you are playing a Challenge (two-card) game, each time you ask a question, you must decide whether to ask if **either** or **both** of the people have a certain attribute. Your question will automatically be asked as “Does either of your people...” unless you click the “either/both” toggle button. If you want to ask “Do both of your people have...”, just click on this button once to show two faces and then click the **Ask** button.



### Hearing the Response

After you ask your question, the screen will switch to show you your opponent. This is always one of the three *Guess Who?* Detectives, chosen at random each time you play a new game. Your opponent will always answer your question truthfully, and you'll be returned to the question screen.

### Narrowing Down Your List of Suspects

Based on the answer you have just received, try to narrow down your list of suspects. Click on any person to flip their card over and eliminate them from your list. If you think you have made a mistake, you can click on them again to return them to their face up position. When you are finished, click the green ✓ button to end your turn and start your opponent's turn.



### Reviewing Your Questions

Click on the Review button if you want to hear any of the questions and answers from any of your turns repeated. This button will unfold and give you numbered choices for each of the questions you have asked so far.

### Your Computer Opponent

Now it's your opponent's turn to ask a question. Your opponent will ask a question about your mystery person/people, and you will see your people in a dialogue box for reference.

- Click on the ✓ button to answer “yes” to the question.
- Click on the **X** button to answer “no” to the question.
- Click on the **“Repeat”** button to hear the computer’s question again.

**Note:** You must give a truthful answer — the computer will not accept false answers!

### Continuing Play

To continue play, just repeat the “Asking Questions” sequence described above.



**Repeat Button**



### Guessing Who

When you think you know enough to guess your opponent’s mystery person, click the **“?”** button. This will change your cursor to a question mark. Then click on the picture of the person/people that you are choosing. A confirmation dialogue box will appear and you can approve your selection by clicking the ✓ button or cancel your choice by clicking on the **X** button.

**Important!** You can only make your guess at the beginning of your turn. If you’ve already asked a question on your turn, you must wait for your opponent’s turn to be over before you can *Guess Who?*

### Winning the Game

You win the game if you make a correct guess before your opponent does, OR your opponent loses the game by guessing the wrong mystery person/people.

**Important!** If you guess incorrectly, or your opponent guesses correctly first, you lose.

## CHAMPIONSHIP SCREEN

If you are playing a Championship tournament, you will be taken to this screen between each game. You'll be able to see how many games you have won vs. your opponent. Click the → button to leave this screen and start the next game in the tournament. Remember, the first player to win 5 games is the *Guess Who?* grand champion!



## PLAY A MYSTERY ADVENTURE!

You can use your guessing skills from the classic game to help solve three fun mysteries with the *Guess Who?* Detectives around the town of Look-About-Landing.

### There are two things you must do to solve each mystery:

1. Find out who committed the crime (it is always one of the 24 mystery people);
2. Get the stolen object back (or locate the special item that is needed to solve the mystery).

Not only do the mysteries have plenty of fun mini-games to play and items to collect, but they also always have a new culprit each time you play!

## HOW TO START AN ADVENTURE

Click on the Super Computer at the Main Menu to select the Adventure Mode. Then answer the sequence of setup questions as they appear.

## Normal or Challenge Game

**Normal** – Click on this button to solve a mystery with just one suspect.

**Challenge** – Click on this button to solve a mystery with two suspects in the crime!



## Select a Mystery

The *Guess Who?* CD-ROM has three great mysteries to solve. Just click on any of the three mystery images to select it.

### The Case of the Stolen Ball

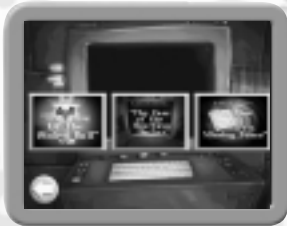
The museum's prize ball was accidentally used in the big game. You must find the ball *and* who took it!

### The Case of the Heartless Hacker

A computer virus is being spread around town! You'll need to find the culprit *and* the disk to remove the virus from everyone's computer on the double.

### The Case of Wooley's Missing Tunes

Rob Wooley, the local mechanic, has discovered that his favourite CD has been stolen, and he can't do any work without it. You must get the CD back *and* find out who did it!



## Save Game Screen

The *Guess Who?* game automatically saves the last game you were playing in each mystery. (One game is saved for each game mode – Normal and Challenge). If you have a saved game, you will be asked if you want to continue it, or play a new one. **Important!** If you start a new game, you will lose your saved game!

Click on the ✓ button to resume your saved game, or click on the X button to start a new one.



## Background Movie

After you choose a new or saved game to play, an intro movie for the mystery will play. This will fill you in on the background of the case. Listen carefully for possible clues! If you want to skip the movie, click the left mouse button at any time.

## Cursors and Buttons

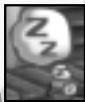
Adventure Mode features the following cursors and buttons to help you in your games:



**Hotspot Cursor:** This is the magnifying glass with a question mark in it that appears when you move your mouse over something that you can click on. This could be an item that you can pick up, a game to play, a clue, or just a fun, animated hotspot.



**Talk Cursor:** This cursor will appear when you get someone in the game to talk to you by clicking on them.



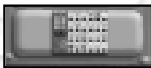
**Wait Cursor:** You'll see this cursor when there is important information that you must listen to.



**Arrow Cursors:** These point to buildings or areas in buildings that you can enter or exit.



**Map Button:** Clicking this button brings you to a map of Look-About-Landing. When you move your mouse over the map, you'll hear HQ tell you the name of the location. Click on these areas to move around town.



**Question Button:** Click on this button to review questions.

**Note:** The question screen will also come up automatically when you need to ask someone a question.

## Solving the Mystery

In order to solve a mystery, you must travel around town and ask the local townspeople questions about the suspects. In order to ask someone a question, you will have to help them solve problems. There are three types of problems or puzzles to solve:

**Mini-Games** – There are nine mini-games in the game. You may have to solve or win one of them before you can ask a question.

**Inventory** – In order to solve some of the puzzles or problems, you must have a certain item in your inventory bar. In order to use an item, click on that item in your inventory bar with your mouse.



**Gadgets** – Each mystery has one puzzle that must be solved with an amazing gadget that HQ will build. But HQ needs some help! You must collect 5 gadget items for him from around town. You don't have to worry about taking the items back to the treehouse – HQ will send his trusty dog to you when he needs them.

**Hint:** Sometimes people will thank you for helping them by giving you items that you can use later.

## Asking Questions

For each town character you help, you get to ask one question (or two if playing Challenge mode) about the suspects. Narrow down the list of suspects just like in the classic game to figure out who did it.

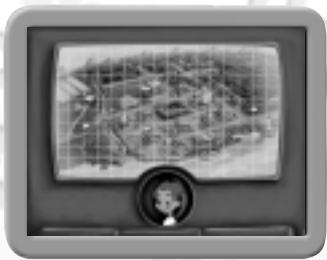
**Hint:** You can only ask each person one question (or two in Challenge mode) per meeting. If you have asked everyone in town a question, and still don't know who did it, you can then go back around town and ask everyone more questions until you can solve the mystery.

## Moving Around Town

The *Guess Who?* Detectives have a great go-cart to help them scoot around town, but you have to tell them where to go. You can decide where to send them by going to the map screen. HQ is always on the map and may give you hints on good places to search. Listen closely to him if you are not sure where to go.

The town has the following locations:

- Treehouse
- School
- Baseball Diamond
- Farm
- Library
- Park
- General Store
- Diner
- Police Station
- Garage
- Food Mart
- Docks
- Fair
- 2-Story Boathouse



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Just move your mouse over the map. HQ will describe the location your mouse is over.



## Guessing Who

Unlike the classic game, you must narrow the suspects down to one in order to make your guess. If you guess incorrectly, you can review your questions and try again.

## Finding the Missing Items

Remember that it is not enough just to figure out who did it. You must also retrieve the missing item! You will find this item if you solve all of the puzzles around town.

## Winning the Mystery

You must guess the correct suspect *and* find the missing or needed item.

# MINI-GAMES

After you have found the 9 mini-games in the Adventure Mode, you can then play them at any time from the arcade machine from the Main Menu.

If a game is available, a picture of it will appear in one of the 9 slots. Just click on the game you would like to play. If the slot is grayed out, that game cannot be played yet.

**Note:** Some games have different skill levels. These are chosen automatically for you based on how well you do.

## Car Alarm Game

Can somebody please turn that alarm off! You must find the code by setting each of the three switches to the correct number in order to turn off the alarm. Click on the switches to change them, and when you have made your choices click the striped button to see if you are right.



The lights on the right will light up to indicate how close you were to the correct combination. You win if you get the code right and get three green lights.

**Green Light** – This means that one of the buttons was set to the correct number. In the easy skill level, it also indicates which switch is set correctly.

**Red Light** – A switch is set to an incorrect number.

**Yellow Light** – One of the switches is set to a correct number but on a wrong switch. Yellow lights only appear in the hard skill level.



## Drip in the Bucket

You need to catch those ceiling drips! Just click on any one of your three buckets at the bottom of the screen to move it to the open space. Try not to miss too many drops — if any puddle gets too big (3 drops), the game is over.

## Duck Shoot

You have to shoot as many ducks as you can to get the highest score. Play until time runs out or you run out of ammunition. Pay attention to the colour of the duck at the bottom of the screen, and only shoot the ducks of that colour. If you shoot a duck of a different colour, you lose points. Keep an eye on the bottom duck — the colour will change during play!



## Rabbit Maze

Use your mouse or your keyboard arrow keys to move the rabbit around the maze. Try to get all of the lettuce and carrots. But watch out for the nets! When you eat a carrot, you can capture the nets — but only for a limited time. Can you clear the entire maze?



## Alien Shoot

It's an alien attack! Move your mouse left and right to manoeuvre your ship and press the mouse button to fire. You must avoid the enemy ships and their fire. Go for high score and keep going until you run out of ships!



## Breakout

Use your mouse to move the platform at the bottom of the screen left and right, hitting the ball with the paddle to clear the floating blocks. If the ball touches the bottom of the screen, it goes out of play. Keep playing until you run out of balls. How many levels can you get through?



## Lock Up

Can you unlock the door? You must set each of three switches to the answer of the math equations shown. Use the left and right arrows on the side of each switch to increase or decrease the numbers. When you think you have the code, click on the doorknob. All three switches will flash green lights if you're right!



## Cuckoo Clock

The cuckoo clocks are out of control! Click on the cuckoos to put them back in their clock. Can you get all of the cuckoos back in their clocks in under 30 seconds?



## Picture Puzzle

The game starts with a picture that will then get all mixed up. Click on one piece of the picture and then another to swap their places. Click on the reveal button to temporarily see the complete picture and see how you're doing. You win when you put all of the pieces back in the correct order.



Reveal Button

# RANKINGS

Every player receives a detective ranking after playing the Adventure Mode. The three rankings are:

- Sleuth
- Super-Sleuth
- Master-Sleuth

To get the highest ranking of Master-Sleuth, solve each of the three mysteries in both one and two-card modes.

## Infogrames Games Customer Service Numbers

Country	Telephone	Fax	Email
• Österreich	<b>0900 370 037</b> (ATS 14,85/Min) Montag bis Freitag, 14.00 bis 18.00 Uhr (Nur technischer Support)	-	<a href="http://www.de.infogrames.com">http://www.de.infogrames.com</a>
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