

Rules for Playing

W H O

The Game of Hidden Identity

COPYRIGHT 1951 BY

Parker Brothers Inc.

SALEM, MASSACHUSETTS
NEW YORK CHICAGO
MADE IN U.S.A.

For 2 to 5 players

INTRODUCTION:

"WHO" is a game of Hidden Identity. Each player assumes a character known to himself but unknown to all other players. Places which players visit as they move around the board give clues to who they are. As the game progresses, players attempt to discover the identity of their opponents while remaining unidentified themselves. **IT IS IMPORTANT** to watch the **LETTERS** on the spaces on which opponents land and by the elimination of certain **LETTERS GAIN INFORMATION** that will eventually lead to the discovery of their identity.

The Winner is the player who manages to conceal his identity from the other players until he alone remains in the game.

EQUIPMENT:

Equipment for the game consists of a playing board; five colored playing pieces; identification cards, which represent various characters; disguise caps and a pair of dice.

PREPARATION:

After the board is placed on the table the identification cards are thoroughly mixed and placed face down on the board. Each player then draws a card at random, and, without revealing it to any other player, notes and remembers the character he is to represent. The remaining cards are laid aside **WITHOUT BEING LOOKED AT**. Each player also selects a colored playing piece and one disguise cap.

ASSUMED CHARACTERS:

The identification cards tell the players which of the following personalities they have assumed.

A is the Accountant
B is the Bootblack
C is the Clergyman
D is the Doctor
E is the Editor

F is the Financier
G is the Grandfather
H is the Hobo
I is the Investigator
J is the Judge

THE PLAY:

Each player in turn throws both dice. The player having the highest total starts the game. He places his playing piece on the space marked **CITY SQUARE** which is directly under the title word "WHO" on the playing board. He then throws the dice to determine how many spaces he will move. He has his choice of moving either of the numbers turned up on the dice or the total sum of the two numbers shown. You will note, however, that each space is marked with letters indicating who may land on that space.

No player may place his playing piece on a space which does not show his identification letter. (SEE EXCEPTION UNDER "DISGUISE CAPS" BELOW.)

EXAMPLE: Let us suppose that the first player is the **HOBO** (known only to himself) having drawn the "H" card; and in his opening roll of the dice, a 1 and a 4 show. He may proceed 1 space to the Railroad Station or 4 spaces to the Diner. He decides to go to the Railroad Station (1 space) because, although the other move of 4 spaces would give him more distance, a visit to the Diner would show that he was either B (Bootblack), G (Grandfather), H (Hobo), or I (Investigator). The Railroad Station is common ground for all players and gives no information to others. He cannot move 5 (4 + 1) spaces because the Barber Shop does not have his letter "H." Therefore, he has chosen to stop at the Railroad Station. The play now passes to the player at his left.

A player must move if he can but if there is no possible move for him, he loses his turn. If a player throws doubles he is entitled to another turn but must complete his first turn before throwing again. If he cannot move he is still entitled to his second throw.

More than one piece may rest on the same space at the same time with the exception of the "telephone spaces" which may be occupied by only one player at a time.

After the first player has completed his turn, the turn to play passes to the left. There is no "home" in this game and play continues around and around the board until the winner has been decided. Except for being the original "Starting Place," the **CITY SQUARE** space is exactly like any other space on the board.



DISGUISE CAPS:

Each player is issued one Disguise Cap at the beginning of the game and the rest are placed at the side of the board as reserve stock. A player may obtain additional caps by landing on any one of the spaces identified by the figure in disguise (see picture above) which entitles that player to take one Disguise Cap from the reserve stock. A player who has a Disguise Cap may use it whenever he wishes. When he uses a Disguise Cap, he may place his playing piece with the Disguise on top on any space on the board to which the dice would move him, regardless of whether or not his letter is on that space. On his next turn, the Disguise Cap is removed and returned to the reserve stock of caps. Sometimes it is wise to use a Disguise Cap, even when it is not necessary, in order to confuse opponents. A player is never required to use a Disguise Cap even though he may not otherwise be able to move.

CHALLENGE:

At any time in the game **ON HIS TURN** to play, a player may challenge an opponent as to his suspected identity. The player indicates whom he is challenging and then states the identity of the character he believes that person to represent. If the **CHALLENGE IS CORRECT** the player who is thus identified **IS ELIMINATED FROM THE GAME**.

If the challenge **IS INCORRECT**, the player making it is **PENALIZED** by not being allowed to use Disguise Caps throughout the rest of the game. If a player makes a second incorrect challenge, he is then eliminated from the game.

Whenever a player lands on or passes through **CITY SQUARE** he is granted a **free challenge**. In this case if the challenge is incorrect, there is no penalty.

When all players but one have been eliminated from the game, that remaining player is the **WINNER!**

Questions on "Who" will be gladly answered by Parker Brothers, Inc., Salem, Massachusetts, if 3c stamp is enclosed.