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Directions for Playing
The Game of
WHO'S WHO

Reg. U. S. Patent Office

For Any Number of Players

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PARKER BROTHERS INC.

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—DESCRIPTION—

A Novel, Entertaining and Amusing Game for evening parties or any large or small gathering of people, in which a Card bearing the Name of some prominent individual of the past, a well known personage of the present or some mythological or other character is hung on to the BACK of EACH Player who HAS NOT SEEN this card and consequently does not know whom he is to represent. The players then wander about the room, mingling and conversing with one another along the line of Events or Topics or Characteristics as pertaining to the Name on the Card, which is on the back of the player with whom they may be talking and each player must GUESS from these conversations WHO HE ACTUALLY IS. There is Fun and Excitement galore which all who play and any who look on as well will thoroughly enjoy.

SEE PAGE 3 FOR EXAMPLE OF A POSSIBLE CONVERSATION BETWEEN ADAM, RIP VAN WINKLE and BABE RUTH.

The game is supplied with 70 Cards, all bearing a different Name or Character. There is also

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about 20 pieces of tape, one piece of which is attached to one of the cards as an example of how these cards are to be strung.

To BEGIN THE GAME: Each player has a Card placed on his back preferably by a non-player. However, this is not necessary so long as **NO PLAYER SEES THE CARD** he is to wear. The Tape is then brought forward one end over each shoulder and tied in a bow knot under the chin.

After all the players have had a card adjusted to their backs, the **GAME BEGINS**.

Any **TWO** players now approach each other and look at the card on the other players back. These two then begin a conversation, each hinting at the identity of the other. They need not, however, make but one or two statements to each other before passing on to another of the players, looking at that player's card and repeating the process of conversation, but, of course, as applying to this new name.

As soon as a player **GUESSES** successfully from the hints given him by his opponents with whom he has conversed, what name he is carrying on his back, he has the card removed which is then handed to him and which **HE RETAINS**, as a count point towards his final score until the End of the Game.

After the Card is removed the Tape is withdrawn from it and attached to **Another Card** and this card **WHICH MUST NOT BE SEEN** by the player is secured to his back as before.

This process is continued by **ALL** of the **PLAYERS** until **ALL** of the **CARDS** have been used, and removed from their backs, when a **COUNT** of the **CARDS** now held by each player is taken and the one having accumulated the Greatest Number **WINS THE GAME**.

In case of a **TIE**, that is, when Two or More players shall have the **Same Number of Cards**, a **different card** to those they have held is attached to the back of each player in the tie and the conversation begins again between them. The First Player establishing his own identity **WINS**.

The following is an Example of a conversation between Three Players who are representing **ADAM**, **RIP VAN WINKLE** and **BABE RUTH**.

Adam to Rip Van Winkle: What a long beard you have!

Rip Van Winkle to Adam: It must have been very nice to have been the only man in the world.

Adam to Babe Ruth: Do you enjoy playing baseball as much as you used to do?

Babe Ruth to Adam: It was really too bad there were no other men for you to play with, and as for you (turning to Rip) you slept so long you probably don't even know what baseball is.

Rip to Adam: It was a shame that you liked apples so well that you could give up your home for the pleasure of eating one.

Adam to Rip: Well, if you hadn't liked liquor so much you wouldn't have slept so long.

Rip: How long did I sleep?

Adam: Twenty Years!

Rip: I must be Rip Van Winkle!

Adam: You are.

Babe to Adam: I understand you are the father of all mankind.

Adam to Babe: I understand you are the greatest baseball player of all time. You have hit more home runs than all other players put together.

Babe: I must be Babe Ruth!

Adam: You are, and I think I am Adam.

Babe: You are.

A SUGGESTION for DIVERSION in Play.

Turn the Cards over and **WRITE** or **PRINT** thereon the **NAMES** of some of the players' acquaintances or local characters who may be **KNOWN** to **ALL**.