

Spielanleitung · Instructions · Règle du jeu
Spelregels · Instrucciones · Istruzioni



Wer bin ich?



Who am I? ·

A toi de deviner! · Wie ben ik? · Chi sono io? · ¿Quién soy?

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Who am I?

A funny, classic guessing game for 2 or more players between 5 and 99 years old.

Illustrator: Yayo Kawamura

Length of the game: 10 - 15 minutes

Who or what am I? A baker, a lion, or even a watering can? You need a cool head to win this game. Only those who ask just the right questions and combine them in just the right manner can figure out the solution and keep a hold of as many of their counting dice as possible to earn points. The aim of the game is to have the most points at the end of the game.

Contents

1 headband, 1 magnet, 40 cards, 10 counting dice,
1 set of instructions.

Preparation

Shuffle the cards and place them in a pile face down in the middle of the table. Place the counting dice next to the cards. Get the headband ready.

How to play

The player with the biggest (and best) laugh may begin. This player will be the first wise owl. All of the other players will be the referees.

The wise owl takes all of the counting dice. Then this player places the headband on his head and closes his eyes. One of the referees draws the top card from the deck and attaches



it to the wise owl's headband using the magnet, so that everyone, except of course the wise owl, can clearly see the picture. The wise owl now opens his eyes and can begin to ask questions. The wise owl should ask specific targeted questions that may be answered by the referees with a simple yes or no.

Examples:

Am I an animal (an object, a toy)?

Do I belong in the kitchen (in the city, here in this room)?

Would you drink (eat, touch) me?

Let's say the referees decide together that the answer is:

- **No.**

This unfortunately means that the wise owl has to give up a counting die and place it in the box. He/she can then ask their next question.

- **Yes.**

Great! The wise owl is on the right track. They have to ask their next question straight away.

Warning:

If the referees cannot decide on a answer, or if they do not answer the question at all, then the wise owl does not have to give up a counting die, and the wise owl can ask a new question straight away.

Instead of asking a question, the wise owl can make a guess as to who or what they are:

- **Were they wrong?**

They have to give up a counting die and then ask their next question.

- **Were they right?**

Brilliant! The guessing round is over. The wise owl receives one point for every counting die left. Keep track of the number in your mind, or make a note of it next to the player's name on a sheet of paper.

Run out of counting dice?

If the wise owl runs out of counting dice, the guessing round is over. The wise owl can look at their card and find out the answer, but unfortunately he won't receive any points.

New guessing round

Take the card out of the headband and place it in a discard pile. Then pass the headband to the next player in a clockwise direction, and start a new guessing round.

End of the game


The game ends when each player has played the wise owl once. The player with the most points wins, and if the score is tied, then there can be multiple winners.

Hint:

You can also come up with your own words and write them down or draw them on a piece of paper. You can attach these to the headband instead of a card.

Habermaab GmbH
August-Grosch-Straße 28 - 38
96476 Bad Rodach, Germany

www.haba.de

 **WARNING:**
CHOKING HAZARD -
Small parts. Not for
children under 3 years.

