

GUESS IN 10[®]

junior

FOR 2 PLAYERS
OR 2 TEAMS

AGE
3+

AIM OF THE GAME

Guess in 10[®] Junior is all about asking questions and getting clues to guess what's on the Game Cards. Guess correctly and be the first player to collect 7 Game Cards to win the game!

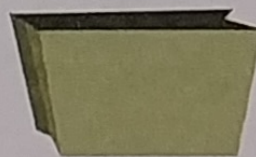
CONTENTS



35 Game
Cards



10 Guider
Tiles



Tile
Case

SETUP

- Shuffle the Game Cards and place them face down in a pile in the center.
- Place the 10 Guider Tiles in the case provided.

LET'S PLAY

1. The youngest player or the team with the youngest player goes first.
(Let's assume that is you.)
2. Your opponent draws a Game Card from the pile in the center.
3. You then pick up one Guider Tile at a time and ask the appropriate question.(See next page)
4. You must keep picking up Guider Tiles and asking questions until you are either able to guess what's on the Game Card your opponent is holding or you have picked up all 10 Guider Tiles.
5. If you:
 - (i) Do guess what's on the Game Card correctly, you win that Game Card.
 - (ii) Do not guess what's on the Game Card correctly, the card is discarded.

In both cases, your turn is over and it is the next player's turn.

HOW TO WIN

Be the first player to win 7 Game Cards.

WHAT DO THE GUIDER TILES MEAN?

The Guider Tiles are designed to prompt players to ask questions that will help them guess what's on the Game Cards.



Does the animal move fast or slowly?



What does the animal eat?



How many legs does the animal have?



Is the animal big or small?



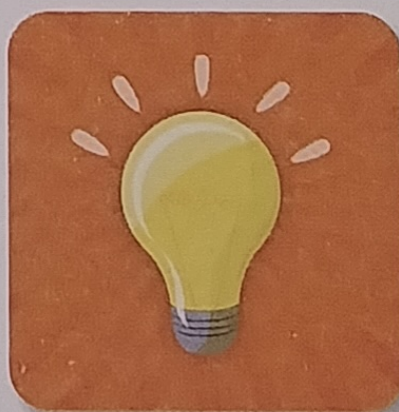
Does the animal have any special features?



Which color is the animal?



Where is the animal found?



Clue Card- Give your opponent a clue!



We are thrilled to partner with you on this incredible journey of parenthood. Skillmatics is a new age education brand that designs innovative learning resources, educational games and STEM products that build core skills - all through the joy of play!

OUR GUESS IN 10® JUNIOR RANGE



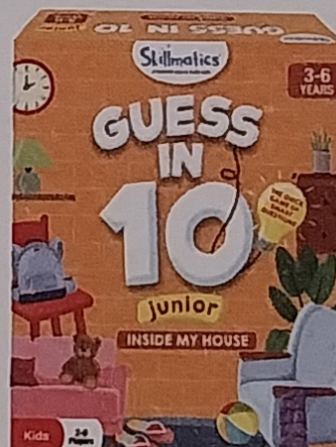
Animal Kingdom



Food We Eat!



Community Helpers



Inside My House



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