

General Description of the Game:

"What's My Line?" is a fun-packed parlor game that closely follows the classic television show of the same name. The players attempt to discover the occupation or identity of a mythical challenger by questioning the moderator.

Equipment for Play:

- Television screen for pictures.
- Challengers' photographs and occupations.
- "Mystery Guest Card" for writing in names or posting pictures of celebrities or fictional characters.
- Scoring Dial.
- Blindfolds for use when trying to identify celebrities/fictional characters.
- Crayon for writing on Mystery Guest Card.

Number of Players:

Three or more. One player is chosen to take the first turn as moderator and the remaining players form the panel. After each game another player takes the part as moderator.

Playing the Game:

Set up the easel back of television screen and place on the table (or other playing surface) with the picture screen facing the panel. Insert picture cards into the slot on the screen.

The Moderator now selects an "Occupation" from the list provided and writes it on either a sheet of paper, or on the blank space provided on the back of the last card in the screen.

Note: The enclosed list is merely a list of suggestions. The moderator may (if he/she so chooses) write in an occupation that does not appear on the list. BE CREATIVE!

Now the first picture or challenger appears on the screen. The "Occupation", which is only visible to the moderator, becomes the occupation of the challenger, which the panel has to guess.

It is entirely possible that the occupation selected by the moderator is normally pursued by a man, while the players see a photograph of a woman. When this occurs it will serve to throw the players off the track and will add to the games hilarity.

Panel:

The objective of the panel is to guess the occupation of the challenger or celebrity by asking questions of the moderator. The panel is limited, however, to only ask questions that can be answered with "Yes", or "No". For example, a panelist may NOT say, "What tools do you work with?" Instead he/she might say, "Is a monkey wrench involved in your work?"

The panelist may continue to ask questions until he/she gets a "No" answer. When that happens, the next panelist continues the questioning until another "No" answer is given, or the occupation is guessed correctly, ending the game.

Moderator:

The moderator assumes the identity and occupation of each challenger and celebrity and answers the questions of the panel, "Yes" or "No", to the best of his/her ability. This can have amusing and controversial results and adds to the fun. Before the first panelist begins the questioning, the moderator advises the panel that the challenger is either salaried or self-employed.

Scoring:

1.) Points Method:

The first way to score the game is with the numbered side of the scoring dial. The moderator holds the dial so that the numbered side faces out, with the "Start This Way" Arrow showing through the window. Once the first question is asked, he/she spins the dial so that 50 points show in the window. From that point, every time a panelist gets a "No" answer, the moderator turns the dial one space, deducting 5 points. When the correct identity/occupation of the mystery guest is guessed correctly, the panelist is awarded the number of points showing in the window.

If the panel fails to correctly identify the mystery guest before ten "No" answers are given, no points are awarded, and the another round is played.

2.) TV Method:

Another way to play What's My Line is without scoring, just as it was played on the Classic television game show. The moderator uses the "One Down – Nine To Go" side of the scoring dial to keep track of the number of "No" answers given. The panel therefore tries to correctly guess the identity/occupation of the Mystery Guest in as few "Noes" as possible. Ten "Noes" and the game is over.

Mystery Guest Card

From time to time, the moderator may introduce a "Mystery Guest" round. In this round, instead of trying to determine an occupation, the panel is now trying to determine a famous name. The panelists wear blindfolds in this round, as the moderator can either attach a picture (from a magazine, newspaper, etc.) onto the Mystery Guest Card, or write the name of the Mystery Guest in the space provided on the card.

The Mystery Guest Round is played the same way as other rounds in that the panel must identify the Mystery Guest before receiving ten "no" answers. The questioning, however, will be quite different!

Unlike on the TV show What's My Line, which always used actual celebrities who appeared in the studio, the moderator may now choose anyone from a popular celebrity, to their favorite cartoon character for the Mystery Guest.

Suggested Questions for the Mystery Guest:

Are you female? (remember, the panel is blindfolded!)

Are you a fictional character?

Are you a historical hero?

Are you currently living?

Are you famous for your work in movies/music/sports/politics, etc?

When you find the Mystery Guests field of endeavor, you will quickly come up with more questions that will narrow down the possibilities even further!

Alternate Play for Mystery Guest Round:

For a more challenging Mystery Guest Round, you may want to play by the Mystery Guest rules used on the TV show. Under these rules, each panelist only gets to ask one question on his/her turn. Even if the question gets a "yes" answer, play passes to the next panelist. The idea is still to identify the Mystery Guest before the panel receives 10 "no" answers. This version is more challenging because no one panelist can pursue a line of questioning that might lead to identifying the Mystery Guest more quickly.

Team Play: (For Regular and Mystery Guest Rounds)

It is a great deal of fun to split the players into two teams wherein the captain of each team becomes the moderator. It is then up to the moderator of team "A" to try to puzzle the panel of team "B" (and vice versa). Of course, all the members of team "A" will be aware of the occupation appearing on the screen in order to share in the same fun that the home viewers share in the classic television version.

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In keeping score for team play the team guessing the "Occupation" in the least number of "Noes" is the winner and receives 5 points for each "No" less than their opponent.

Helpful Questions for Panel:

- Is there a product connected with what you do?
- Is it a useful product? •Is it bigger than a breadbox?
- Can it be used by men and women? •Is it found in the home?
- Do you work for a profit-making organization? •Do you deal in services?
- Do you work indoors? •Do you wear a uniform in connection with your work?
- Do people come to you? •Do you charge by the hour?

Now let's all play "What's My Line?"

HOW TO PLAY WHAT'S MY LINE?™



