



## On the Other Side – Game Rules

### Playing with

2-4 players Age 4 and up

### In Short

On each side of the every card you will find the same object with a slight change. In each turn, one player (The Hider), secretly turns over one of the cards on the table and the others, (The Seekers), are requested to find the card that has been changed. The game can be played in different difficulty levels and several variations to suit the age and the taste of the players.

### Playing with 2 Players

Select 5 cards from the pile and place those cards in the center. (It does not matter which side of the card is up). Deal 5 cards to each player and put the remainder of the deck in the box. (You may start with more or less cards in the center depending on the level of difficulty you wish to start with). The younger player is the first Hider. While the other player, (The Seeker) covers his eyes, the Hider secretly flips over one of the cards and when he has done, he calls: "Ready!" to let the Seeker know he may look again at the table. The Seeker has only one guess to point at the card he thinks that has been flipped. If he guesses correctly, the Seeker adds another card to the center. If he guessed wrong, he may not add a card and the number of cards in the center remains the same. The players then switch roles and the game continues this way until one of the players got rid of his last card.

### Last Chance

If after the winner has got rid of his last card, the opponent has only one card left, that player is entitled to another one round to try and achieve a tie in the match.

### Recommendation for Playing with Young Children

When playing with a very young child, it is recommended to use a small number of cards and encourage the child to verbally express the change to win the card. i.e. "the bird flied" "the dog went to sleep", etc.

### Playing with 3 or More Players:

Place 5 cards in the center and deal 5 cards to each player. The youngest player is the first Hider. While the others cover their eyes, the Hider flips over one of the cards and calls "Ready" to sign to the Seekers to quickly come back and compete who will be the one to catch the flipped card. Every player has only one chance so a player who made a mistake and pointed at a wrong card, is not allowed to try again. The winner of the round adds one of his cards to the table and the turn of the Hider goes to the next player (clockwise). If all the Seekers fail to find the flipped card, the Hider adds one of his for the next round. The winner is the player who got rid first of all his cards. If at least one player has only one card left, he deserved "Last Chance" round.