

GAME MODE #3 TEAM VS. TEAM (FOR 3-6 PLAYERS)

SETUP

Split into two even teams (if there's an odd number of players, one of the teams will be larger than the other). Each player takes a mirror. Other than that, follow the setup instructions for game mode #2.

PLAYING THE GAME

The game proceeds following the rules for game mode #2 with one exception: all small cards collected by the players count towards their team.

END OF THE GAME

The first team to collect 10 small cards wins the game.

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GAME RULES

5+ 2-6
10 MIN

HALF-AND-SEEK

IN HALF-AND-SEEK, VARIOUS OBJECTS ARE HIDDEN ON THE LARGE COLORFUL CARDS...
THE PLAYERS, HOWEVER, MUST RECOGNIZE THEM ONLY BY THEIR HALVES!

SEE SOMETHING FAMILIAR?



A LIGHTBULB!

LOOKS LIKE SOMEBODY IS WATCHING YOU...



A LION!

COMPONENTS

- ★ 40 large cards with pictures containing halves of different objects
- ★ 64 small cards with objects that can be found on the large cards
- ★ 6 mirrors



AIM OF THE GAME

With the help of a mirror, look for hidden objects on the picture and be the first to collect 10 small cards.

GAME MODE #1



SETUP

Shuffle the large cards and the small cards separately, and then place both decks face down on the table.

Each player takes a mirror. Then each player draws a large card from the deck and places it face down in front of them.

Open 12 small cards from the deck and place them in the middle of the table.

The players then turn over their large cards and begin the game.

PLAYING THE GAME

All players play simultaneously. Using the mirror, each player looks at their large card and tries to find on it the objects pictured on the small cards in the middle of the table.

As soon as a player spots an object, they show it to the other players with the help of the mirror, and then take the small card with this object from the middle of the table. The player fills the now empty spot with a new small card from the deck, and the game continues.

✗ If a player makes a mistake, they lose one of their small cards as a penalty — place the card under the deck of small cards. If the player doesn't have any small cards, nothing happens.

Each player can **once per game** say "Change!": **ALL** players must then put their large cards in the discard pile, take new large cards from the deck and continue the game.

END OF THE GAME

As soon as one of the players collects 10 small cards, the game ends and this player is named the winner.



GAME MODE #2



SETUP

Shuffle the large cards and the small cards separately. The deck of large cards is placed face down in the middle of the table and the deck of small cards is placed nearby (also face down).

Open 12 small cards from the deck and place them around the deck of large cards.

Each player takes a mirror.

The players then turn over the deck of large cards and begin the game.

PLAYING THE GAME

All players play simultaneously. **WITHOUT** using the mirror, each player looks at the large card in the middle of the table and tries to find on it the objects pictured on the small cards around it.

As soon as a player spots an object, they show it to the other players with the help of the mirror, take the small card with this object, and the game continues.

✗ If a player makes a mistake, they lose one of their small cards as a penalty — place the card under the deck of small cards. If the player doesn't have any small cards, nothing happens.

When a player takes a small card from the middle of the table and there are only **9 out of 12** small cards left, they fill the empty spots with 3 new small cards from the deck. Then the player puts the top large card from the deck in the discard pile, and the game continues.

Note: If all players agree that the objects pictured on the small cards are not present on the large card, put it in the discard pile and continue playing.

END OF THE GAME

As soon as one of the players collects 10 small cards, the game ends and this player is named the winner.

