

DIFFERENCE[®]

JUNIOR

CONTENTS

50 cards printed on both sides

PRINCIPLE OF THE GAME.

Difference Junior is an observation game based on the well-known principle of 'spot the difference'. Each player has a pile of cards in front of him with the same illustration. At the start of the game, a card with this illustration is placed in the center of the table. Everyone plays at the same time and needs to spot the two differences between the card on the top of his pile and the card at the center of the table as quickly as possible. The first to succeed covers the card at the center of the table with his own card which then becomes the new card in the game and the game continues. The first player to get rid of all of his cards is the winner!

SETUP

Before starting, players need to agree on the illustration they want to play with. Shuffle the 25 cards and place one of them, with the chosen illustration facing upwards, in the center of the table: it will be the **reference card** for this first turn. Distribute the rest of the cards fairly between the players (4 cards for 6 and 5 players, 6 cards for 4 players, 8 cards for 3 players and 12 cards for 2 players), in such a way that the chosen illustration is face down. When there are 5 players, 4 cards will be put aside.

Fig. 1: set-up for 3 players.

PLAYING THE GAME

Each player simultaneously turns over the first card on his pile and compares it with the reference card placed in the middle of the table. You need to be the quickest to find the **two** differences between your card and the reference card. As soon as a player has found them, he shouts 'DIFFERENCE!' and shows the two differences to the other players:

- if his answer is correct, he places his card on top of the current reference card: his card will now become the new reference card for the players. He then turns over the next card on his pile; the other players keep the same card and the game resumes;
- if the answer is incorrect, the player keeps his card and the game continues until another player shouts 'DIFFERENCE!'.

Note: Regarding the two differences to be found during each turn, there is always one which is identical to one of the differences in the previous turn. In other words, except for the first turn, you need to find one of the differences found in the previous turn + the new difference in this turn.

Fig. 2, Example.

Turn 1: there are two differences between the reference card A and card B: the colour of the ball and the bird on the parasol.

Turn 2: there is one difference between the new reference card B and card C which is the same as for the previous turn (the colour of the ball) and a new difference, which is colour of the slide.

Note: a player must always state and show the two differences to get rid of a card.

ENDING THE GAME

The first player to get rid of all of his cards is the winner. If the other players wish, they can continue the game to determine second place, then third place, etc.

VARIANT

Beginner's level:

If a player cannot find a difference on the first card on his pile, he can choose to place it underneath his pile and play with the following card.