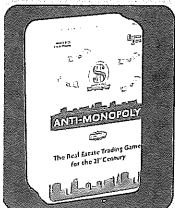


#### Sort it Out!

Try the newest game of matching wits and building brainpower. Players surprise each other with their guesses and hunches. The winner is the luckiest and the best at putting five interesting items in their proper order. Do you know which is faster: a cheetah, a race horse, a bicycle, a rabbit or a car going 60 mph? Read the question, rank your choices and compare. Can you be the expert?



#### Anti-Monopoly

It's a twist right out of today's headlines: free market competitors clash with ruthless monopolists. In Anti-Monopoly, players are divided into competitors and monopolists before the game starts. The two types of players then follow different rules in their quest for big money. It is this idea of movement and choice which allows Anti-Monopoly to be the first and only game in history which clearly distinguishes between the actions of competitors and monopolists.

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1 TO 4 PLAYERS  
AGES 8 & UP

# SPOT THE DIFFERENCE

## INSTRUCTIONS

### Contents:

- 40 Yellow Spot the Difference Challenges (5 differences)
- 40 Blue Spot the Difference Challenges (10 differences)
- 40 Green Spot the Difference Challenges (15 differences)
- 4 Dry Erase Markers

### Object: Be the player to spot the most differences!

### Setup:

1. Separate all Spot the Difference Challenge cards into piles according to their color.
2. Designate a Timekeeper who will need a clock, watch or timer.
3. Designate a Scorekeeper who will need a pen and paper.
4. Distribute a dry erase marker to each player.
5. Distribute a paper towel, napkin or tissue to each player for cleaning the Challenge cards.

### Playing the Game:

A game consists of 6 rounds of play:

- Rounds 1 and 2: 5 differences (yellow cards)
- Rounds 3 and 4: 10 differences (blue cards)
- Rounds 5 and 6: 15 differences (green cards)

1. To begin the game, each player takes a yellow Spot the Difference Challenge card.
2. The Timekeeper announces the beginning of each round. All players now have 60 seconds to circle all of the differences they can find between the two images on their card.
3. At the end of 60 seconds, the Timekeeper calls, "Time!" Each player counts the number of differences found. The Scorekeeper records the scores after each round.
4. Players clear the ink from the cards\* and place the used cards off to the side.
5. To begin the next round, players take a card of the appropriate color (according to the round).
6. Play continues for a total of 6 rounds.

**Winning the Game: The player with the most points at the end of six rounds wins!**

#### Note:

\*Wipe off the cards after each round to prevent the ink from drying and damaging the cards. Close the dry erase marker lids tightly to prevent the markers from drying out.

#### Solutions:

Can't spot that last difference? Solutions to each card can be found at [www.ugames.com](http://www.ugames.com) in the "Instructions and Solutions" section.