

INSIDE OUT

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2-6 players

Ages 5 to adult

Equipment – 75 disc cards

Object of the Game

To match the inside of one disc card with the outside of another, by colour OR shape – and vice versa.

The Play

Shuffle the disc cards and place them face down in a pile.

Take 3 disc cards (from different parts of the pile) and place them face up on the table. Then turn over another disc card (the „match“ card) and place it on the table separate from those already in play.

If you see a match with the „match“ card and one already on the table, quickly place a hand on the relevant disc cards. The other players check this out and if it is an agreed match that player takes both the matched cards. If more than one player finds a match then each of them takes their disc card and the „match“ disc card is left on the table.

If more than one player puts a hand on the same card, it is the first hand down that counts.

If there is no match, the „match“ disc card is placed with the other cards and a new „match“ disc card is turned over.

Play continues in this way until all the disc cards are played.

Unmatched disc cards are left on the table.

Players count their cards.

The **Winner** is the player with the most disc cards.

NOTE 1

If a player hits a disc card incorrectly, then that player returns one card already won to the face down pile.

NOTE 2

Every time a new disc card is placed on the table, cut the pack and take the top disc card next time. (if the pack has not been thoroughly shuffled, pairs of disc cards often sit consecutively)

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„Symbols and colors are easy to match, but harder when they are INSIDE OUT! Be the fastest with your eyes and hands and take home them most match cards...but make a mistake and pay the price!“

INSIDE OUT MEMORY GAME

Place 3 discs face up in a row.

Players memorise these. Then turn these discs face down. The rest of the discs are placed face down in a pile.

Play is **consecutive – not simultaneous**.

Decide order of play.

First player turns over the top disc of the pile. S/he selects and turns over ONE of the separate face-down discs. If the INSIDE of one disc matches the OUTSIDE of the other in either colour or shape, that player takes both discs and the turn finishes.

However – if the INSIDE of one disc matches the OUTSIDE of the other, AND the OUTSIDE of the first disc matches the INSIDE of the other (as in the basic game) the player takes both discs. Then a new disc is turned over and the same player continues.

But if there is NO MATCH, the turned over disc joins the others on the table, it is turned face down, and the turn passes to the next player.

NOTE 1

There should always be at least 3 face down discs from which to choose, so fill up when necessary from the pile.

NOTE 2

A new disc will always be displayed face up, so that all players can memorise it before it is turned over.

NOTE 3

At the beginning of a players turn, all discs are displayed face up for a few seconds, before being turned face down again.

To Win

Play continues until there are no more discs available for turning over. Players count the discs they've won. The highest total wins the game.

For Reference

1. If a player scores a double match, s/he continues playing and keeps the two discs.
2. If a player scores a single match, the turn ends and s/he keeps the two discs.
3. If there is no match, that player's turn ends and no discs are won.

