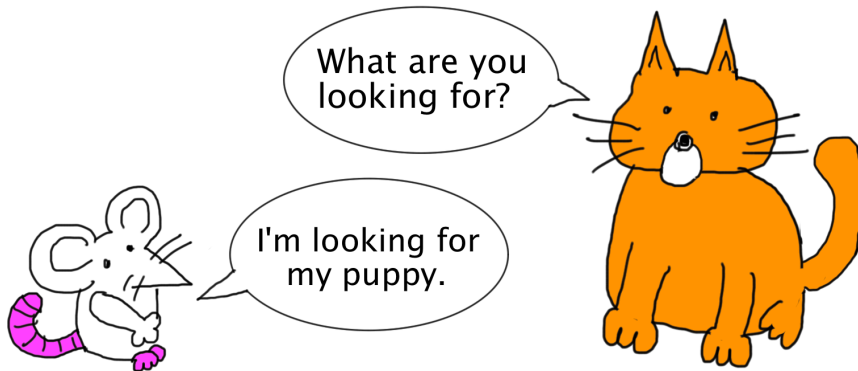


That's not my game!

That's not my game is a game for two people.

One player is the Speaker, the other is the Seeker. If you're an adult and a child playing this game then the adult should play the Speaker the first time around.

Here's how you play.



Step 1. The Speaker asks the Seeker what they're looking for. The Seeker invents a thing to look for.

Step 2. The Speaker invents an example of what the Seeker is looking for.

The Speaker has to give the thing at least two distinctive characteristics.



Step 3. The Seeker decides whether the Speaker's example is the thing she was looking for. If it isn't - she invents a reason why not. Any reason is allowed!

Then we repeat step 2. Speaker: don't invent an example that the Seeker has already told you isn't right! In the above example, you can't invent a puppy with a wet nose.



Step 5. Whenever the Seeker likes, she can decide the Speaker's example is what she is looking for. The Seeker has to invent a reason why.

The game is now over. Play again, coming up with a new kind of thing to look for. Or try switching roles.