



SET UP: One deck of Bella Sara cards containing at least 40 cards.

PLAYERS: 3-5

OBJECT: The goal is to score the most points by being the first to get to the other side and by helping your friends get there as well!

PLAYING THE GAME: To begin, each player draws a card from the deck.

Players take turns starting with the youngest player and moving clockwise.



On a player's turn, that player looks at the card in her hand and guesses whether the card on top of the deck will have more or less symbols than the one they are holding. If they guess it will have more symbols, they put the card in their hand in a pile on the left side of the deck. If they guess it will have less symbols, they put it in a pile on the right side of the deck.

Then they draw the top card of the deck and show everyone how many symbols it has. If they guessed correctly, they take all of the cards in the pile they put their card into and put them in their score pile, they keep the card they drew, and it is the next player's turn.

If they guessed incorrectly, they do not put any cards into their score pile, they keep the card they drew, and it is the next player's turn.

If the card they drew has the same number of symbols as the one they put into one of the piles, the player can start again by placing it into one of the piles and drawing a new card.



HIGH PILE



DRAW DECK



LOW PILE



MY SCORE PILE

The game ends when the last card from the deck is drawn (after determining if the player's guess is correct.) If it has the same number of symbols as the last card played, the player doesn't score any cards for that turn.

SCORING: Each card in a player's score pile is worth 1 point. The player with the most points wins.

For more fun activities, go to www.bellasara.com