



THIS AND THAT CARD GAME INSTRUCTION

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Overview:

This and That is a strategic, two-in-one card game that supports 2 or more players.

Using a custom 96-card deck, the game offers two distinct modes of play: “This” (a fast-paced shedding game) and “That” (a number-collecting puzzle challenge). Each mode has its own objective and strategy, but both use the same deck.

Deck Breakdown (96 Cards):

- 40 Plain Number Cards (1–20)
- 40 Circle Number Cards (1–20)
- 10 Wild Cards
- 6 Gotcha Cards (Action)

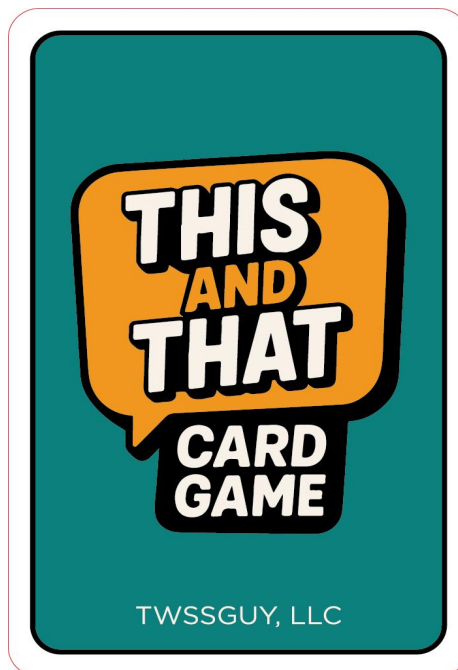
Basic Setup:

- Shuffle the full deck.
- Choose Your Mode: Players agree before the game begins whether to play “This” or “That.” (You may also alternate modes in later rounds.)

Deal 7 or 3 cards to each player.

- Turn one card face up to begin the discard pile.
- Place the remaining deck face down as the draw pile.

THIS MODE A CARD SHEDDING GAME.



The following instruction pages will help understand the game mechanics of the “This” mode.

Objective: Be the first player to play all your cards.

Turn Rules:

On your turn, you must play one card from your hand or draw one card if you cannot.

Plain Numbered Card showing:

You may play a card that is: One number higher (+1) One number lower (-1) or = to same number as the top card on the discard pile.

Circle Number Card showing:

Circle number cards may be played on any other Circle number card, regardless of number. Circle numbered cards can also be played on plain numbered cards if card follows +1,-1 or = to number showing.

Wild Cards: Wild cards can be played on top of any number or circle number card, regardless of the value.

"Gotcha" Action Card: The "Gotcha" card can only be played in response to a Wild card or a Circle number card as a defensive move.

Double Down:

If you play a card that exactly matches the number on the discard pile, you may immediately play one additional card from your hand



Plain Numbered Cards (1–20)

- Plain Numbered Cards are regular number cards without a circle around them.
- You can play a Plain Numbered Card on top of another card if it is:

The same number, one number higher, or one number lower than the top card.

Example:

If the top card is 7, you can play 6, 7, or 8.

If the top card is 15, you can play 14, 15, or 16.



Circle Numbered Cards (1–20)

A Circle Card has a number inside a circle.

Can be played on any other Circle Card regardless of number.

Can also be played on a regular numbered card if the number is one higher, one lower, or exactly the same.

- Example:

If the top card is 8, you can play a Circle 7,

If the top card is a Circle 8, you can play any Circle Card (regardless of number) or a regular 7, 8, or 9.



Wild Card – Instruction

The Wild Card can be played on top of any number or circle number card, regardless of the value.

When you play a Wild Card, you get to choose any number between 1 and 20 to declare as the new number. The next player must then play a card that is either one less, one more, or the exact number you chose. Can also counter with a wild card or Gotcha card.



Gotcha Card– Instruction

The "Gotcha" card can only be played in response to a Wild Card or a Circle number card.

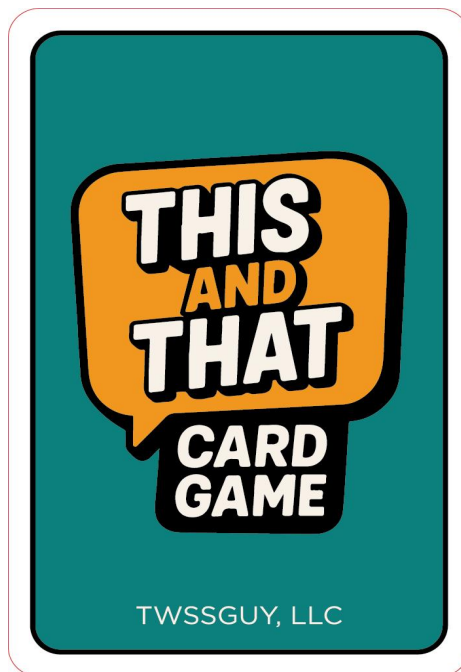
However, when played, it forces the opponent who played the Wild or Circle card to draw two cards. The player who uses the "Gotcha" card immediately gets to play any card of their choice, regardless of the current discard pile. This card cannot be blocked or reversed, making it a powerful defensive move that can shift the momentum of the game.

A Gotcha card can be used as last card if a player displays a Circle card before their play.

Call It Out Rule: THIS MODE

When playing a card, players must clearly announce the card they are playing — for example, “Twelve,” “Circle Twelve,” “Gotcha,” or “Double Down” if matching the same number. This encourages engagement, prevents confusion, and ensures all players acknowledge the move. (Failure to do so, may result in skipped turn)

THAT MODE A NUMBER COLLECTING GAME

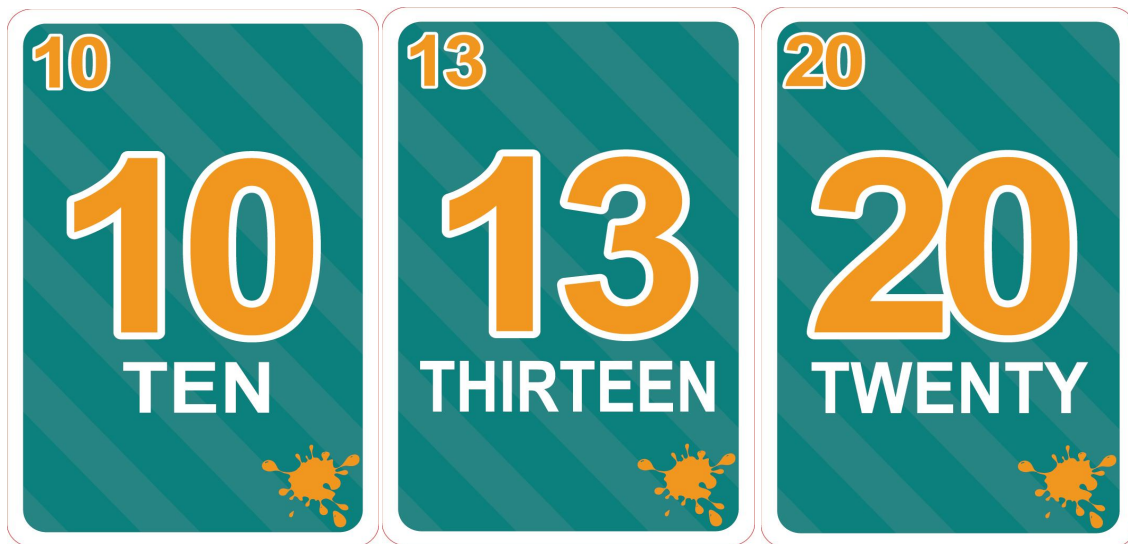


The following instruction pages will help understand the game mechanics of the “That” mode.

Objective: Be the first player to collect a set of 3 cards totaling a target number.

How to Start:

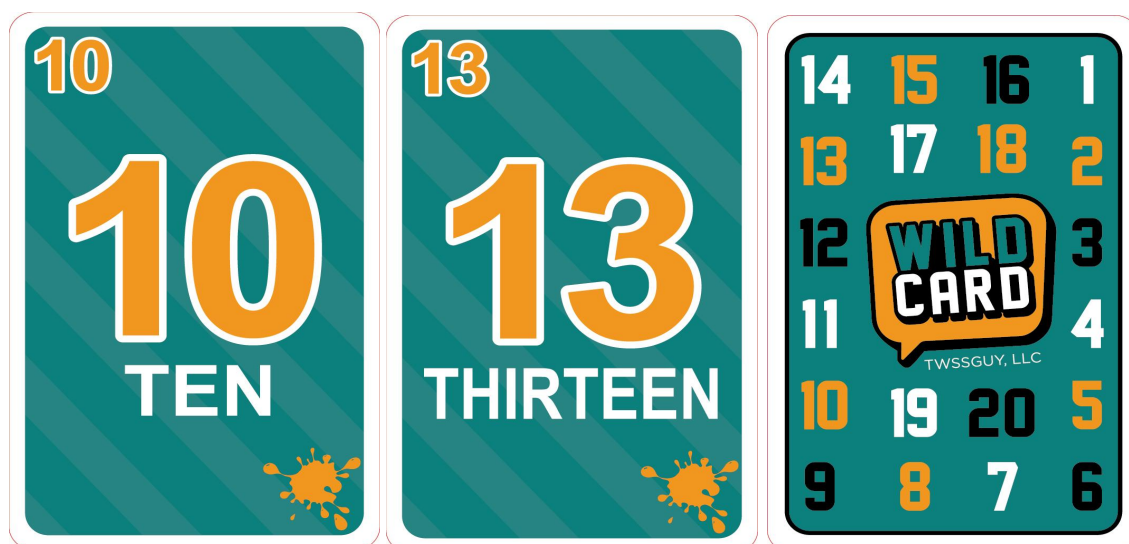
- Players agree on a target number between 5 and 55, Siri, Alexa, etc...



The target number is 43, this has been made with 3 numbered cards.

Note:

When switching from “This” mode to “That” mode, simply deal from same deck and discard “Gotcha” cards when drawn and draw again.



The target number is 23, can be made with 2 number cards plus a wild card. (Up to 40.) Wild Card has a zero value in “That” mode.

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