

# 3 Differences

There are 3 flash games made by Case Hollingsworth with the word Differences in the title, and all are fabulous. You'll find them at [ivoryboy.com](http://ivoryboy.com), should you wish to play them. I encountered the one with six in the title first and played it several times, and it holds a very special place in my heart. Five is clearly a learning effort on Case's part, and I hadn't discovered four until Jonathan Walton's Stage One competition led me to re-explore the first two: five and six respectively. How happy I was! Four is so beautiful! So thank you, Case and Jonathan.

This, like the games in the flash series, is a game for one player. Find a comfortable place to sit where you can finish reading this, and a flat surface where you can put this piece of paper or computer screen down.

On the next page, you'll find two nearly identical arrangements of text and images, one on the left and one on the right. They won't be identical, however - there will be 3 differences. Examine the two arrangements, and when you feel that you've discovered the 3 differences, come back here and check your answers with the correct ones inverted below. You can guess as many times as you like before you check the answers, but once you've checked, you move onto stage two. Good luck!

Much thanks and love,  
Jackson Tegu.

of lightning at the gmail

Thanks for playing!

Now what do you look for?

Stage two+: You recognize the differences.

The is different. The is different.

The text is different. The is different. The is different.

The is different. The game is different. The is different.

The is different. The number is different. The is different.

The is different. The is different. The is different.

The is different. The is different. The is different.

# 5

# Differences

This is a game for two players. Get an uncomplicated room, and place a comfortable chair at a nice vantage point within it. Get a digital camera type device. Also arrange for calm, ethereal music with nothing more than a moderate, head-nodding beat.

What makes an uncomplicated room? A room that looks uncluttered, or is small, or has been arranged with a clear reason to it. Choose a vantage which is not dominated by the view from a window.

The players decide which of them will be the mover and which will be the spotter. The spotter takes a photograph of the room from the vantage they have while sitting in the chair (this may necessitate them crouching behind the chair, or moving it temporarily). Once done, the spotter returns the chair to its vantage and sits in it. Start the music.

The spotter closes their eyes. The mover quickly changes 5 things about the room, tilting paintings or switching the locations of objects or removing them completely. The mover shouldn't try to make the differences difficult to spot, this is just stage one! When the 5 changes have been made, the mover returns to where they were standing when the spotter closed their eyes, and say "Ready!"

The spotter opens their eyes. They look around the room, attempting to spot the 5 differences. They can refer to the image on the camera to see the room as it used to be, comparing the two versions. There is no penalty for guessing incorrectly, nor are the guesses limited in number. As each difference is correctly guessed, the mover returns that piece to its earlier arrangement.

If the spotter wishes to end the game before they've found all 5 of the differences, they need only to get up from their seat and the game will end. If the spotter finds all 5 of the differences, good job! That's the end of stage one.

Stage two+: Sit the chair in a slightly more complicated room. The mover can make less obvious changes. You could face a different direction in a room you've used for a previous stage. It's fun to exchange roles, so that the player who was once the spotter now becomes the mover!

# 6 Differences

This is a game for two players. Dress for the weather, perhaps a little warmer than you expect. Bring a personal music listening device with one set of earbuds to share. Each put the earbud into the ear farther from the other player. Choose calm, ethereal music with nothing more than a moderate, head-nodding beat.

Find a comfortable place outside where you can sit next to one another. Somewhere with a good vantage point - one that provides a good view of near and middle distance, but isn't too busy with vehicle or foot traffic. Somewhere a little quiet but not entirely private.

Arrange yourselves comfortably, both facing the same direction. Start the music. Take a careful look at the view, noting aloud different details. After you both feel secure in what you're looking at, synchronize your breathing and close your eyes. Take ten breaths with your eyes closed. Exhale the tenth breath audibly, and open your eyes.

Together, spot the 6 differences between how the view was before you closed your eyes and how it appears now that you've opened them again. If one of you suggests that something has changed and the other disagrees, then that doesn't count as one of the 6 differences. There is no limit on the number of suggestions that a player may put forth. When the players agree that a particular detail of the view has changed, then congratulations! You've discovered one of the 6 differences! Count the differences that you've discovered on your fingers, each using three. When you've found all 6, you've completed stage one!

Stage two+: Find a calmer vantage point at which to sit together, less likely to be disturbed.

# 4 Differences

This is a game for two players. Dress for the weather, perhaps a little warmer than you expect. Bring a personal music listening device with one set of earbuds to share. Each put the earbud into the ear farther from the other player. Choose calm, ethereal music with nothing more than a moderate, head-nodding beat.

Find a comfortable place outside where you can sit next to one another. Somewhere with a good vantage point - one that provides a good view of near and middle distance, but isn't too busy with vehicle or foot traffic. Somewhere a little quiet but not entirely private.

Arrange yourselves comfortably, both facing the same direction. Start the music. Take a careful look at the view, noting aloud different details. After you both feel secure in what you're looking at, synchronize your breathing and close your eyes. Take ten breaths with your eyes closed. Exhale the tenth breath audibly, and open your eyes.

Together, spot the 4 differences between the view that the left player is seeing and the view that the right player is seeing. Under no circumstances will you be permitted to peek into the other player's view. Look at your view. Attempt to describe the distances between objects, the fine detail of surfaces or exact shade of colors. When the players agree that what one of them is seeing is not identical to what the other is seeing, then congratulations! You've discovered one of the 4 differences! Count the differences that you've discovered on your fingers, each using two. When you've found all 4, you've completed stage one!

Stage two+: Don't lie about what you're seeing, even if it would be funny or endear you to the other player.