



Can you play this game—in Hebrew? Of course you can!

Hot/Cold (חם/קר)

Rules

One of the players hides an object and the others try to locate it by moving from place to place and listening to feedback from the hider. The hider is limited to using descriptors that illustrate the object's "temperature." In this game, the further you are from the object, the "colder" it is, and the closer you are to the object, the "hotter" it is. The object's location is "hot" as it can be. For example, if the object is hidden in the kitchen and you are searching the upstairs bedroom, then the hider will tell you it is "freezing." When you get closer to the object, the hider will tell you it is getting "warmer," and when you are very close to the object, it is "boiling." It is up to the hider to choose the descriptors.

Language Used

Frozen	<i>ka.fu</i>	קפוא
Intense coldness ("dog" coldness)	<i>kor kla.vim</i>	קור כלבים
[I am] Freezing of cold ♂	<i>ko.fe</i>	קופא
Freezing of cold ♀	<i>ko.fet</i>	קופאת
Cold	<i>kar</i>	קר
Colder	<i>kar yo.ter</i>	קר יותר
Colder (alternate)	<i>yo.ter kar</i>	יותר קר
Coldest	<i>ha.khi kar</i>	הכי קר
Getting colder/cooler	<i>mit.ka.rer</i>	מתקרר
Cool	<i>ka.rir</i>	קריר
Warm	<i>kha.mim</i>	חמים
Getting warmer/hotter	<i>mit.kha.mem</i>	מתחמם
Hot	<i>kham</i>	חם
Fire	<i>esh</i>	אש
Boiling	<i>ro.te.akh</i>	רותח