

## A tactile discovery game.

Age : 3 years and upwards

Number of players : 1 to 4

Playing time : 10 mins

### Contents :

- 1 wheel containing 6 different materials
- 18 animal cards with their coat material
- 1 handbag made from material

### Object of the game:

Use the sense of touch in a bag to find the materials shown on the roulette wheel.

### Preparation of the game:

All the animal cards are put in a bag.

The youngest player spins the arrow which stops on a material.

(If it stops between two materials, the player spins the arrow again).

The player then sticks their hand in the bag to find a card by touch that is the same material as the one shown on the roulette wheel. When they think they have found it, they take out the card and show it to the other players:

- The card corresponds to the material they were looking for: they keep the card as a point won. It's the next player's turn to spin the wheel.
- The card does not correspond: they put the card back in the bag and it's the next player's turn.

**NB:** if for the subject indicated, there is no card present in the bag, the player turns the roulette again until he obtains a material for which there is still a card available.

### Who wins?

When the bag is empty, the player that has the most animal cards wins the game.

### Two versions for the youngest players:

- 1 - Each of the children in their turn take a card from the bag, which they must then sort per material.
- 2 - All the cards are placed face up on the table. The 1st player turns the roulette and must then take from the table a card whose material corresponds to that indicated by the roulette.

