

# The Touchy Feely Game

*Designed by Ellie Dix*

2-5 players | 2 minutes | Age 6+

## Overview:

Build a tableau as a team to meet your scoring objectives. The twist is... all players will be blindfolded and can only feel the textured cards. Oh... and you only have 2 minutes!

## Components

- 48 tiles
- 4 cards
- 1 timer
- 5 blindfolds

## Set up:

- Players may not talk during setup.
- Pick 2 tiles at random and flip them to the scoring side.
- Pick cards at random and place them under each tile displaying a downwards arrow. The combination of tiles and cards establishes the scoring conditions for this round. Players must commit the scoring conditions to memory as they won't be able to see them during the round.
- Place the rest of the tiles (touchy feely side up) around the edge of the table, with all players being able to easily reach some tiles.
- Place one tile displaying all four types in the centre of the table. All players place one finger on this tile, then put their blindfolds in place.

## How to Play:

Play is simultaneous. Players may now talk freely.

Together, create a tableau by placing tiles next to each other. Identify tiles by touch. Tiles should line up in a grid formation, with four tiles meeting at a corner.

When one player hits the timer, or the timer runs out, the game stops.

## Scoring:

If the timer goes off before players stop it, the players lose the game.

If players have met the scoring conditions, they win the game. If not, they lose.