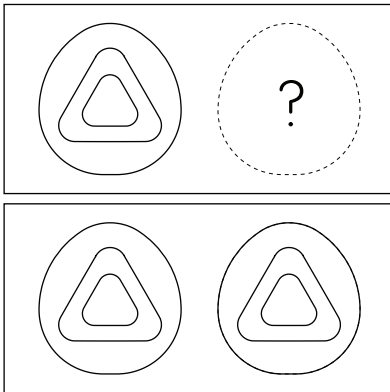
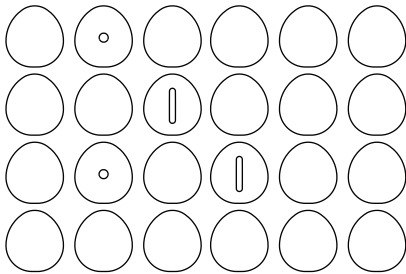


Tactile Stone: How to Play



Pattern Matching Game

1. Select a card.
2. Find the stone with the pattern that matches the card in your hand.
3. Place the matching stone directly onto the card in the same way that the pattern shows.



Memo Game

For single player

1. Make sure all rocks are face down.
2. Select two stones and remember their pattern and placement.
3. If you found a matching pattern, take it out of play and put it to the side! If they don't match, turn the two stones back over and continue selecting others.
4. Keep playing until all stones are matched up.
5. Time yourself for an additional challenge!

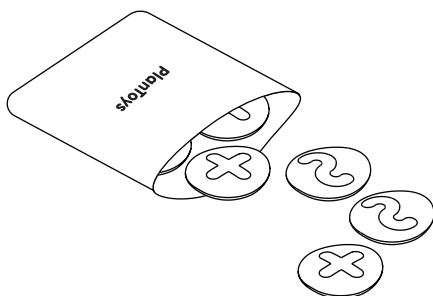
For 2 or more players

Option 1:

1. Start play with all stones face down.
2. Let the first player begin by selecting two stones — remembering their pattern and placement. If player one selects two matching stones, take them out of play and put them to the side! Player one continues selecting stones until they haven't found another match. Player two goes next!
3. Play until all stones are matched up. The player who finds the most matches is the winner!

Option 2:

1. Turn all stones face up and try to remember their pattern and placement.
2. Next, turn all the stones face down and let player one choose a stone for play. Flip that stone over so it's the only one face up on the game board.
3. The next player begins play by selecting the stone on the board that they recall being the correct match for the stone that is currently face up. If they guess incorrectly, then the next player takes a turn.
4. Play until all stones are matched up! When a match is found, the player that discovered it should hang on to the pair of stones. Whoever has the most matches at the end of play wins!
5. Add time limits for an additional challenge!



Blind Matching Game

1. Place all stones in the bag.
2. Choose a stone out of the bag and take note of its pattern by touching it.
3. Try and blindly find the matching stones in a bag by touch only.
4. If you think you've found the right stone, pull it out of the bag and see if it matches the one that you originally grabbed. If not, place it back into the bag and try again!

Tips

If there is more than 1 player, take turns playing the game with a time limit set for an added challenge. Whoever can find the most matches within the set timeframe wins!

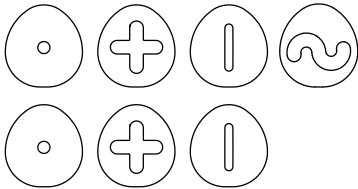
Tactile Stone: How to Play



Matching Sequences

Option 1:

1. Make sure each stone is face up. Place 4-5 stones together in a straight line.
2. Begin play by memorizing the pattern and sequence of the stones in place.
3. Place the correct matching stones in line below the sequence.
4. See how many different patterns you can create!

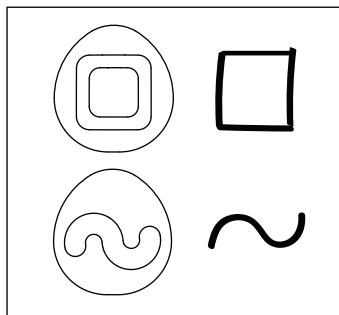


Option 2:

1. Make sure each stone is face down. Place 4-5 stones together in a straight line.
2. Turn each stone over and memorize their pattern and sequence. Then, turn them back face down.
3. See if you can remember the pattern and sequence. Select the correct stones to match.
4. Flip over the stones in your selected sequence and see if you were correct!

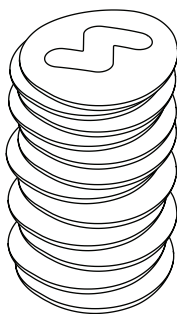
Tip

Difficulty level depends on the amount of stones used in each sequence. To begin, use 3 and then progress.



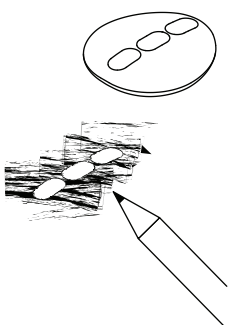
Line Drawing

1. Observe the lines and patterns on the stones.
2. Start by using one finger to feel the engraved lines and get familiar with them.
3. When ready, try drawing them on paper to explore the different lines and patterns.



Stacking Game

1. Stack the stones one on top of another as high as you can without letting them fall. Use a timer for an added challenge!
2. For 2 or more players, take turns stacking the stones one by one. A timer can still be used for added competition.

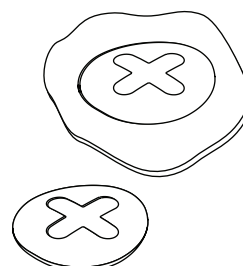


Stone Tracing

1. Place tracing paper on top of the stone.
2. Use a pencil or crayon to lightly draw on the paper and trace the pattern on the stone.

Tip

Trace with darker colors for a clearer image.



Dough Play

These stones are compatible with dough. Children can press the stones into dough to bring the patterns to life and create sequences of their own.

