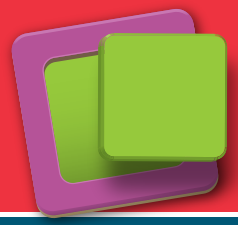




WOODEN SHAPES MATCHING+

memory with a sensory twist



Ages 4+

1+

20 Shapes, 20 Cards, & Storage Bag

20 Shapes. 4+ Ways to Play.



We've included 4 fun ways to play our **Wooden Shapes Matching+** game - doesn't that just give you all the feels? (Pun very much intended)

STARTER SHAPE PUZZLE

- 20 early learning puzzles
- Simple & satisfying developmental play

SENSORY MATCHING

- A mode that's all about touch
- Fun for 1 or 2 players

SHAPE MEMORY

- Memory with shape sorting
- Fun for 1 or 2 players

COMPETITIVE PLAY

- Sensory matching for up to 6 players

STARTER SHAPE PUZZLE

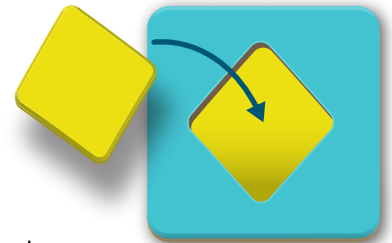
AGES 3+

1

EASY

For lil ones just starting to puzzle, this set serves as a fun 2 piece shape puzzle. Simply pull out all of the components and encourage them to place the proper shape into the corresponding shape hole. Choose 5 shape puzzles to start off with and then gradually add more until they can do all 20.

Once all 20 puzzles are mastered, turn it into a game! Set a timer and ready ... set ... go! Race to complete all 20 puzzles as fast as they can! Can they beat their record time?



PLACE THE SHAPES IN THE CORRECT HOLES.

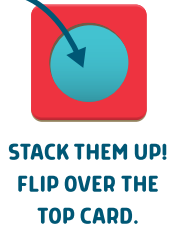
SENSORY MATCHING

AGES 4+

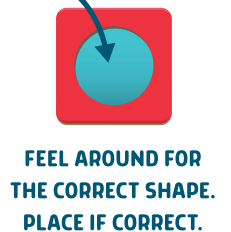
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MEDIUM

1. Choose any number of tiles and stack them in a pile **face down**. Place all corresponding shapes in the drawstring bag. **Place all of the unused shapes and cards aside and out of play. We recommend starting with 2 tiles.**
2. When ready, flip over the top card. **Blindly** reach inside the bag and try to feel for the correct shape that matches the card you flipped over.
 - **If they choose a correct shape**, place it on the card and put it off to the side.
 - **If the shape is incorrect**, place the shape on the table and reach in and try again. Repeat until the correct shape is chosen, then place all of the incorrect shapes back in the bag.
3. Flip over the next card and repeat the process until all cards & shapes have been matched. **For a greater challenge, keep adding cards & shapes and repeat the game!**



STACK THEM UP!
FLIP OVER THE TOP CARD.



FEEL AROUND FOR THE CORRECT SHAPE.
PLACE IF CORRECT.

For a game with 2 or more players, take turns flipping a card and feeling for a shape. If they get a correct match, place the card in their points pile and keep going. If they get it wrong, the other person goes. **The person with the most matches wins.**

In the **Sensory Matching Time Challenge**, players take turns matching the same pile in the **shortest** amount of time.

SHAPE MEMORY

AGES 5+

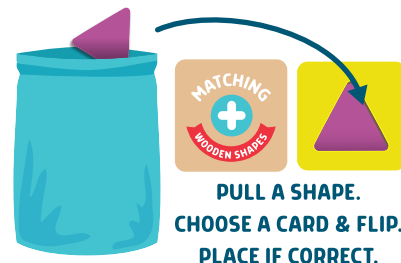


HARD

1. Create a grid face up and place all of the corresponding shapes in the bag.
Place all of the unused shapes and cards aside and out of play.
We recommend starting with a 2x2 grid and building up from there when they want more of a challenge.
2. Take one final look at the grid to memorize. When ready, turn them all over.
3. Next, reach inside the bag without looking and pull out a shape. Try to remember where the card that corresponds to that shape is. Choose a card and flip it over:
 - **If they make a correct match**, they place the shape on the corresponding card.
 - **If incorrect**, place the shape back into the bag and flip the card face down again.
4. Repeat until all shapes have been correctly matched to the cards.



CREATE YOUR GRID.
MEMORIZE.
FLIP ALL OVER.



PULL A SHAPE.
CHOOSE A CARD & FLIP.
PLACE IF CORRECT.

In a game with 2 or more players, players alternate turns. A player who makes a correct match places the matched shape into their points pile. Play continues with the person on their left. **The player with the most matches wins.**

COMPETITIVE PLAY

AGES 6+

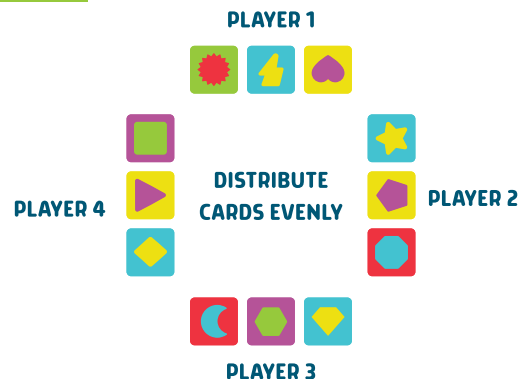


HARD

1. Evenly and randomly distribute cards to each player (2-5 cards per player max) and place the corresponding shapes in the bag. Each player places their cards **face up** in front of them. **Remove unused cards and shapes from play.**
2. The youngest player goes first and play continues clockwise. On their turn each player reaches in the bag **blindly** to feel and search for any of the shapes that would match their cards. They can only pull out one shape per turn.
 - **If they choose a correct shape**, they place it on the corresponding card and hand the bag to the next player.
 - **If the shape is incorrect**, they place the shape **back in the bag** and hand the bag to the next player.
3. Play continues until the first person completes all of their cards. Everybody else gets to finish that round.

TIE BREAKER: If more than one person finished their cards on the last round, that means it's time for the **HEXAGON TIME CHALLENGE!**

Place all of the shapes in the bag. Time each player to see how quickly they can blindly search for the hexagon shape. Fastest time wins. One incorrect draw adds a 5 second penalty to the time. 2 incorrect draws disqualifies the player.



BONUS TIPS!

- 1) Build their confidence by starting small. Let them tell you when they want to add more shapes and challenges.
- 2) When starting off, use shapes that are very different from one another so they can more easily distinguish.
- 3) A fun way to increase difficulty is to add an extra shape or two that is not in play into the bag.

Game Design by Mary Jo Reutter, You-Betcha Interactive

Questions or Comments?
ChuckleAndRoar.com



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