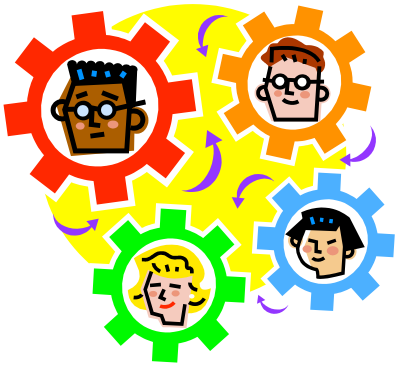


Dicovering objects

Content of a game:

30 cards
10 to 14 objects having mechanical parts relating to the cards

RULES OF THE GAME

1. The players briefly manipulate the objects to become familiar with how they work. They observe the parts that make up the objects while looking at the symbols on the cards in order to activate their visual memory. The players exchange their discoveries with their teammates.

2. After a few minutes the objects are placed in the center of the game.

3. An even number of cards are dealt among the players. They are placed in front of us, face up, in order to see the symbols and words.

4. The first player is randomly chosen.

5. The first player chooses an object that contains one of the parts identified on one of his cards. He explains the link between the card and the object so that the others may check if he made an appropriate choice. If the choice is good, the player places his card face down with the object on top of it. If the choice is incorrect, he puts the object back in the middle and keeps his card face up. The game is played until there are no more objects in the middle.

6. When there are no more objects in the middle, the player may steal those of the other players.

7. The winner is the one who has the greatest number of objects once all the cards have been played.

The intention of the game is:
become familiar with mechanical language;
to associate a symbol to a part of an object;
to understand how the objects that we use work.