Family F.Y.I.

Local Couple Invents Memory Game

Imagine this: you're driving in the car and you lose something under the front seat. You keep your eyes on the road as you fish around for the object, grabbing and discarding all the other items that have been trapped down there for ages. The pen cap, the plastic bottle, the Lego piece. Each item triggers a thought process.

Just such an experience fueled the idea behind a game created by Tracy couple, Adrian and Chris Anthony. Called The Touch, it challenges your sensory perception and memory, and provides great entertainment for the entire family.

The Touch consists of a blue plastic spaceship-like dome with a large window on one side. Inside, it contains dozens of tiny plastic objects, from animals to famous buildings to food items, and so on. On corresponding cards, the objects are grouped by themes. Once players familiarize themselves with the objects, you spin the indicator to select a card. Then, after setting the timer for 30 seconds, you reach into the hand-sized hole and try and extract only those objects on the card, using only your sense of touch as other players watch.

This is an ideal game to take on vacation, as it's suitable for many different age groups and can be modified to make it more or less challenging. The Deluxe model costs $39.99; the new no-assembly game is $29.99. 800-828-7002; www.thetouchgame.com. Available at The Wooden Horse in Los Gatos, 408-356-8821; The Tech Museum of Innovation in San Jose, 408-795-6274; Lawrence Hall of Science in Berkeley, 510-642-8856.

– Caroline Knorr

The Touch game challenges participants' sensory perception and memory.