

The "NEW" Touch

- **Manufacturer:**
Anthony Innovations, Inc.
800-828-7002
thetouchgame.com
- **Players:** 2-6 players,
ages 5 and up
- **SRP:** \$29.95

Take a game out of its box and watch the kids gather around it. A wonderful sturdy all-in-one plastic dome with a mechanical timer on top houses the plastic pieces. A soft rubber "door" hides the pieces from the player's eyes but allows him to comfortably place his hand inside the dome. The outside ring edge is a spinner.

Although our players played a simpler version of this game, the more complicated version is fun for all ages. Cards with illustrations are sets of objects that you must identify by touch within 30 seconds. The first player spins and chooses the card that it lands on. He turns it face up to see what objects he must find, sets the timer and then begins searching by touch for those objects on

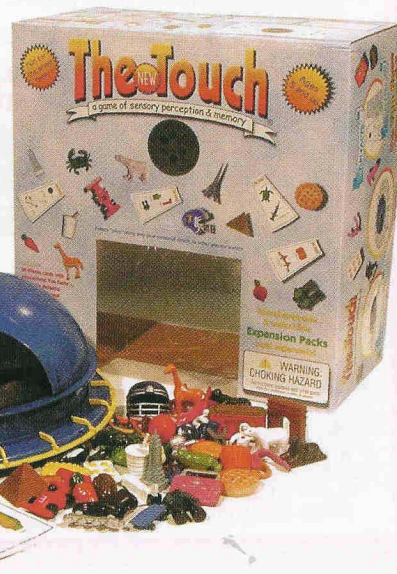
that card (a "set"). He can keep going as long as he correctly withdraws an object from that set. Once he misses (or the time runs out), his turn is over. Other players watch with glee through the transparent side of the dome (and make comments) as he searches for pieces to match his card.

How's your memory?

If all the pieces of that set have not been collected, the card is turned back over to reveal only the names of the objects. The next player spins, draws a card and begins the process again, only this time if she finds a piece from the first card, she can put that in her pile next to her. The person who completes a set (regardless of who has collected the first objects), wins the card.

Pieces collected not in a complete set are worth 10 points. Each card is worth 10 points and complete sets are worth double points.

Our groups played by each person



"The game was fun and fun to watch others play. I would recommend that before you play you should take out the pieces and become familiar with them and their shapes." Larissa, 14

keeping the card he drew and trying to match the objects to the set. His turn stopped when he drew an incorrect object from the dome, but he kept the piece. Trading is done from these pieces – useless to one person, but gold to another!



Recommendation:



Pros:

Easy to learn, challenging to play. Really does develop your sense of touch. Great eye-catching equipment. Expansion packs available.

Cons:

Pricy. Older kids will get bored fast. Expansion sets a little more difficult for younger kids (the animals all feel the same).

Criteria Ratings:

Learning curve: 4; Play value: 3.5;
Replay value: 4; Packaging: 4.5;
Cost: 3

Overall: 4