

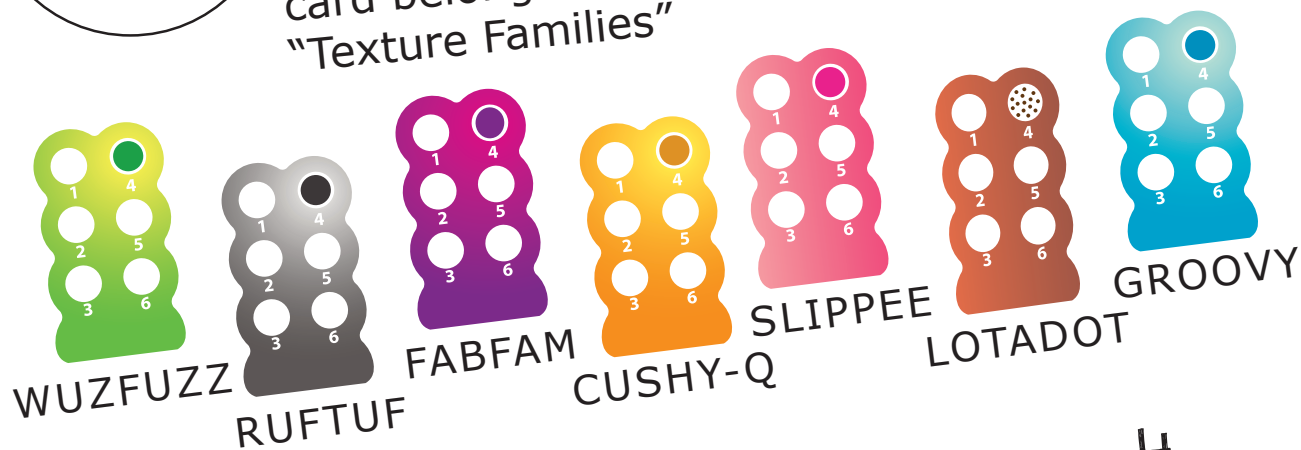
From 2 to 6
players

Ages 6 years
and up

Players familiar with the card game Go Fish will recognize its similarity to the Six Dots Game. *Fun optional rule—sighted players can play blindfolded or play in the dark!**

Description: A game of 42 cards in which each card belongs to one of seven different "Texture Families"

A game
for everyone
—with 6 braille dots
and 7 texture "families!"
Created by Fanny Pageaud



There are 6 Dot cards in each Family, each with a textured Dot in one of six possible positions, modeled after the position of dots in a braille cell:

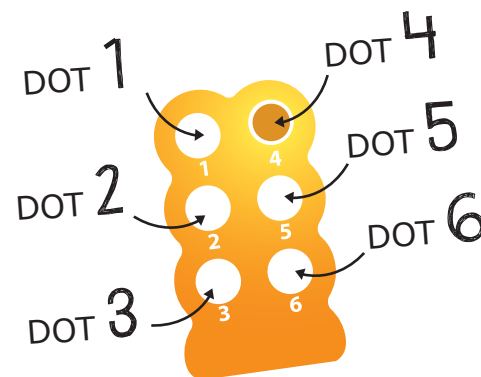
GOAL: Collect all 6 Dot cards in a Texture Family to form as many complete Families as possible.

PLAY: Shuffle the cards, and deal 7 cards to each player.

Place the remaining cards back in the opened box to become the stock, positioned so that players can draw new cards.

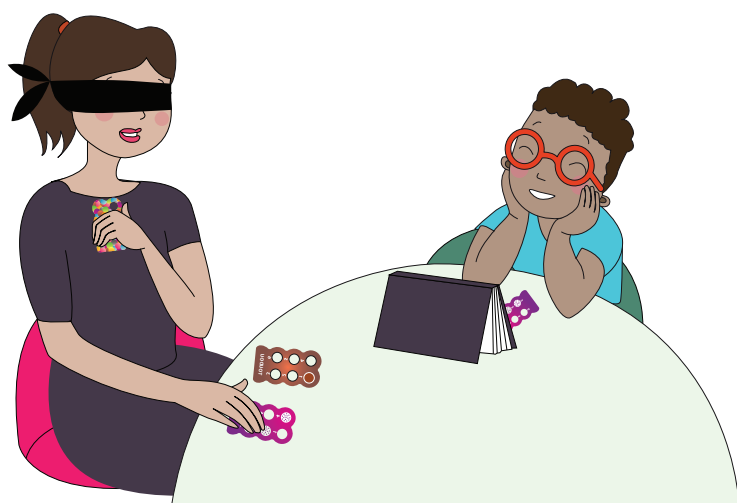
Players arrange their cards to discover which Dot cards (#1-6) they need to complete the Families already in their hands.

Play begins with the youngest player and moves clockwise around the circle of players. The player asks any other player, by name, for a specific card he needs: "Jeremy, do you have Dot #6 in the GROOVY Family?" (The player asking must already have a card from that Family in his hand.)



[Note: An easier version of the game can be played in which the player asks for a card from a specific Family without specifying the Dot number: "Laura, do you have a CUSHY-Q card?"]

If the other player has the requested card, she must surrender it to the player who asked for it; the player who asked then continues, asking a different player for a card.



However, if the other player does NOT have the requested card, she can respond—as with the game Go Fish— "Go Feel!" or "Not feelin' it!"

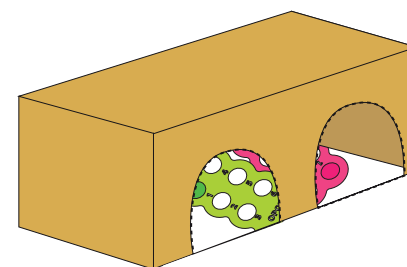
The player who asked then draws one card from stock, and the next player takes a turn. (If the player happens to draw the card he originally requested, he must say out loud, "Lucky draw!" and he takes another turn.)

As soon as any player has all 6 Dot cards in a Family, she says, "Family!" and places the 6 cards on the table in front of her. She draws a card from stock, and play continues with the next player.

When all the cards in the stock are gone, play continues as before, but players do not draw from stock.

The game can be played to win, with the winner being the player with the most completed Families. The game can also be played cooperatively so that all players work together to complete as many Families as quickly as possible.

*As another option, consider placing a stand in front of the cards, or place the cards under a shoe box with a hole cut in one side so players can feel the cards but they are not visible.



For an accessible file of the instructions for Six Dots Game of Cards (BRF) visit <http://www.aph.org/manuals/> All downloads are free-of-charge.