

# No Peeking!

The challenging game of touch and tell

Graphics: Hermann Wernhard

A touch-and-tell game for 1 to 4 players ages 3 to 8 with multiple variations of play

Contents: 60 Different die-cut shapes  
4 Boards with shapes for game variations  
2 Tie-on masks  
1 Bag  
Game rules

Everyone knows what a train or plane looks like, but do you know what their shapes **feel** like? Put on the mask and find out – but no peeking!

## Setting Up

Carefully punch out the die-cut shapes. Don't throw away the boards that hold the pieces, you'll need them for two variations of play, BLIND MAN'S SWAP and FILL 'ER UP. Also, younger children can play with the pieces and boards as a puzzle, or use the boards alone as tracing templates.

Put all the shapes in the bag and mix them up. Now you're ready to play.

## Game One – No Peeking!

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For 2 to 4 players

### Object of the Game

While wearing the masks, try to identify the shapes just by feeling them. The player who identifies the most shapes correctly is the winner.

## Playing the Game

The youngest player goes first. The turn then passes to the left.

On your turn, put on one of the masks so that you can't see anything. Have the player on your left hold the bag open for you so that you can take out a shape. Then carefully feel the shape all over and guess what it is. If you're right, you get to keep the shape. If you're wrong, you must put the shape back in the bag. Then it's the next player's turn.

## Winning the Game

For a longer game: When the bag is empty and all the shapes have been identified, count how many shapes you have. The player with the most shapes wins!

For a shorter game: The first player to collect five shapes is the winner.

## Variation

The game can be made easier for beginners by using only the shapes marked with a yellow dot; these are the first level of skill. After some practice, add the next level, marked with a blue dot. Shapes with a red dot are the hardest to identify.

## Game Two – Fill'er Up

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For 1 to 4 players

This simple shape-matching game does not use the masks.

### Object of the Game

Try to guess which shapes match the holes in your board. If you're right, you get to use the shapes to fill up the holes. The first player to fill his or her board wins.

### Playing the Game

Each player chooses a board. Put any extra boards aside. Place all the shapes in the bag and mix them up.

The youngest player goes first. On your turn, take a shape from the bag and show it to all the players. All the players look to see if the shape matches any of the holes on his or her board. Any player can claim the shape by naming the object, then using the shape to fill the matching hole.

If you claim a shape, but then discover it doesn't belong on your board after all, the other players get another chance to claim it. There's no penalty for claiming a wrong shape. If no one claims a shape, set it aside. (This can happen if the shape belongs to a board that is not in use).

## Winning the Game

The first player to fill all the holes in his or her board wins!

## Variation

You can make the game more challenging by adding a penalty for claiming the wrong shape. If you claim a shape that doesn't belong to your board, you must take a shape that is already in your board and put it back in the bag. If you make a wrong claim but there are no shapes on your board yet, nothing happens.

## Game Three – Word Links

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For 1 or more players.

This is a non-competitive word game for players 5 and up.

### Playing the Game

Lay out all the shapes in the middle of the table. Try to match up shapes that form compound words and phrases, like "doghouse" and "lemon tree."

You can also invent new words and phrases like "trumpet mouse" and "dogladder." The sillier, the better!

## Game Four – Blind Man's Swap!

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For 2 to 4 players

This is the wildest game yet, for players ages 8 and up. Everyone is blindfolded, and everyone plays at once! You'll need handkerchiefs or scarves to use as extra blindfolds if more than two are playing.

It's helpful if one player – usually an adult – stays out of the game, to make sure the blindfolded players get the right number of shapes, or to pick up shapes that fall on the floor or get pushed out of reach, and to call out "Swap!"

### Object of the Game

Try to fit all the shapes in your board while blindfolded.

### Setting Up

Each player takes a board and puts on a mask or blindfold. Then each player takes an equal number of shapes from the bag. If two are playing, each takes 30 shapes; if three are playing, each takes 20 shapes; if four are playing, each takes 15 shapes.

## Playing the Game

The youngest player says "Go!" to start the game.

Feel the outlines of your shapes and the holes in your board. If any of your shapes match your board, fit them in. Take the shapes that don't fit and place them in a pile on your left.

When everyone is finished with the shapes they have, the game leader says "Swap," but not until everyone is ready. Pass all the shapes that you didn't put in your board to the player on your left, and take a new set of shapes from the player on your right. Try to fit these shapes into your board as before.

Keep swapping and trying to fit pieces until someone fills up his or her board.

## Winning the Game

The game is over when someone fills up his or her board. That player says "Finished!" and wins the game!

## Variation

You can make the game more challenging and competitive by allowing any player to call out "Swap!" as soon as he or she is ready. The other players must immediately pass all the shapes to the left, even if they haven't finished trying them all. This variation is for experienced players only!

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 **WARNING: CHOKING HAZARD** Small parts. Not for children under 3 years.



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