

# Mow Access braille game (GB113)

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Please retain these instructions for future reference. These instructions are also available in other formats.

Audible instructions are available via a QR code on the base of the box in the bottom right corner.

## General description

This family game for two to five players is adapted from the original Mow card game. The brightly coloured playing tiles are easy to see and also have braille and tactile marks for accessibility.

The aim of the game is to create a herd using the cow tiles, but at the same time avoid getting too many flies – the more flies you collect, the lower your total score.

Ages: seven and older.

### Items supplied

When you open the box you will find:

* Four original instruction leaflets in English, Spanish, German and French.
* Two pre-scored sheets with 15 square tokens, 56 round tokens, and one direction of play arrow tile ready to be popped out.
* 12 pre-scored sheets with a total of 48 tactile cow tiles ready to be popped out.

## Description of the tiles

There are 48 colourful, tactile tiles which represent cows. The tiles have been designed with a “puzzle piece” style shape to indicate the location and direction to lay the tiles.

The tiles have braille numbers in the top left corner and embossed dots in the bottom left corner to indicate the number of flies on a card. For example, one dot means one fly, five dots mean five flies.

The card number is easy to read and can also be felt thanks to an application of thick varnish.

**Please note**, the braille numbers (under 10) in the top left corner also include a zero, for example: 07. The tile for cow number seven shows

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There are:

• 15 tiles numbered 01 to 15, without any flies

• 13 tiles numbered 02 to 14, with one fly each

• 11 tiles numbered 03 to 13, with two flies each

• Three tiles numbered 07, 08 and 09 with three flies each

• Six special tiles with a super power… and five flies!

There are three types of special tiles:

* Tiles 0 and 16 are blocking cows. Play this tile to block off one end of the herd.
* Tiles 7 and 9 are flying cows. You can play a flying cow on another cow with the same number.
* Tiles with a X instead of a number. You can insert this cow into the line in place of a missing number. For example, it could take the place of a six or a seven between tiles five and nine.

## Description of the tokens

The tokens are used for the players to keep track of their flies.

Tokens do not have braille on them but are distinguishable by size and shape. There are:

15 square tokens:

• 8 large, square-shaped tokens worth 50 flies each

• 7 small, square-shaped tokens worth 10 flies each

56 round tokens:

• 30 large, round-shaped tokens worth 5 flies each

• 26 small, round-shaped tokens worth 1 fly each

## Rules of play

The aim of the game is to create a herd using the illustrated cow tiles, but at the same time avoid getting too many flies (each cow tile has between zero and five flies on it) – the more flies you collect, the lower your total score.

Players take it in turns to add cows to the herd using the numbers on the tiles – you can place a cow with a higher or lower number than the cow at each end of the row – but if you can’t go, you have to take the whole herd (and their flies) back to your cow shed!

There are some special cows on some tiles that spice up the game too… and give you five flies!

At the end of each round, each player takes the numbered tokens to keep track of their flies. Tokens have high contrast numbers printed on them and are in different shapes and sizes for anyone playing by touch.

The game ends when someone collects 100 flies. The person with the fewest flies wins. Game play takes about 15 minutes

## How to play:

Shuffle the tiles and place them all face-down in the box.

You can place the tokens in the box lid.

Each player takes five cow tiles.

The youngest player places the arrow tile in front of her/him pointing towards the next player to the left, and places the first tile on the table, face up, to start a new herd of cows.

Then each player in turn adds a cow. To add a cow to the left of the herd players will have to choose a tile with a lower number than those already played. To add a cow to the right of the herd, players will have to choose a tile with a greater number than those already played.

Example: if the tiles 7, 8 and 11 are on the table, you can only play a tile with a number lower than 7 or higher than 11.

Every time a player places a tile on the table, they’ll need to take a new one from the box.

### Bring the herd into the cow shed:

If a player can’t or doesn’t want to add a cow to the line, they would need to take all the tiles in the herd and place them face down in their cow shed. Then, that player would start a new herd.

### End of the round:

Once the last cow is taken from the box, the game continues until a player takes the last herd. Then the round is over.

Each player counts the number of flies in their cow shed and takes the tokens corresponding to the score.

### Next round:

Mow Access is played over several rounds. The first player to play is the one who ended the previous round by taking the herd.

At the end of each round, each player takes the numbered tokens to keep track of their flies.

### End of the game:

The game ends when someone collects 100 flies. The person with the fewest flies wins.

## Other ways of playing Mow Access

### Head to head, for 2 players

This is played with three separate herds instead of one. The herds are laid out in three lines. From top to bottom, the herds are numbered: herd One, herd Two and herd Three.

The players cannot choose where to place their tiles: the herds must be played in order, downwards. If you wish, at the beginning of each round, you can place the arrow tile at the centre of the table, between the two players. The arrow on the tile will indicate the order to play the herds.

For example: if the first player starts the herd One, then the second player will have to start the herd Two. The first player will then need to start the herd number Three.

If a player has a special cow tile can change the direction of play, downwards or upwards.

If a player can’t or doesn’t want to add a cow (tile) to the line, they would need to take all the tiles in the herd they needed to complete and start a new herd in its place.

When the box is empty and one of the players takes one of the three herds, the round ends. Neither player collects points for the two remaining herds.

## How to contact RNIB

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