

# Quarto Access tactile game (GB114)

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## General description

Accessible strategy game played by touch and memory. For two players, aged 8 and older

**Important note: this product is not returnable if the** **shrink-wrap on the box has been removed.**

### The box contains:

* A fabric storage bag with the 16 tactile pieces
* Wooden board with 16 magnetic spaces
* Two eye masks
* Four original print instruction manuals in English, Spanish, German and French.

## Description

This is a strategy game for two players, aged 8 and older. The playing time is approximately 15 minutes.

The game is supplied with two eye masks to create a level playing field for sighted and non-sighted players.

Each of the 16 pieces has four attributes — height, shape, texture, and density — so each piece is either tall or short, square or round, smooth or grooved, and hollow or solid.

These tactile pieces are placed on the wooden board, which has a four-by-four grid, and are held in position by magnets.

## Aim of the game

The aim of the game is to place the fourth piece in a row in which all four pieces have at least one attribute in common (round or square, short or tall, hollow or solid, grooved or smooth). Your winning line can be horizontal, vertical, or diagonal on the board.

## How to play

At the start of the game, the pieces are arranged at the side of the board.

Each player chooses a piece for their opponent to place on the board each turn.

Each turn consists of two actions:

1. Place the piece given by the opponent on the board.

2. Give to the opponent a piece to be placed in their next move.

The ﬁrst player selects one of the 16 pieces and gives it to the opponent. The opponent places that piece on any square on the board and chooses one of the 15 pieces remaining and gives it to the opponent.

### End of the game:

A player calls "QUARTO!" and wins the game when they place the piece given to them and create a line of:

* four smooth pieces OR four grooved pieces
* four tall pieces OR four short pieces
* four round pieces OR four square pieces
* four hollow pieces OR four solid pieces

The line of pieces may be across the board, up and down, or along a diagonal.

**Notes:**

* The winner does not need to have placed the three other pieces on the board.
* If this player has not noticed the alignment and passes a piece to the opponent: the latter may at that moment call "QUARTO!" and indicate the alignment: this player wins the game
* If none of the players sees the alignment during the move during which it is created, it loses any value and the game continues.
* The game finishes in a draw when nobody reaches the objective after placing the 16 pieces.

### Variation For Beginners

Until you are familiar with the game, you can play with just one, two or three features as line criteria. For example: create a line of four pieces of the same heigh (just one feature chosen).

## How to contact RNIB

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