

# SOUND MEMORY GAME



**Dear children, dear adults,**

come and train your ears with my Sound Memory Game.

I have 4 different games for you with wooden rollers:

## CLASSIC SOUND MEMORY GAME

Spread all the playing rollers on the table **in a 4 x 3 pattern, symbols down**.

The youngest player starts the game by **listening to a random roller**, but not looking to see what symbol is on it. They then **try to find a sound**

**matching roller to it.** (They listen to one other roller, but also do not look to see what symbol it has underneath.) If they think they have found a matching pair, they turn both rollers with the symbol up.

If they are right, they keep both rollers, then the next player plays.

If they are not right, they return the rollers to their places.

The game ends when all the rollers reach the players. **The player with the highest number of dice wins.**

When there is a **tie**, play a **contest** to see **who can build a tower with their rollers first with one hand**. Adult players must build the tower with the opposite hand to the one they are writing with.



## DICE PUZZLES

In addition to the rollers, prepare a dice, paper and a pencil for counting points.

Divide the **rollers into two rows** so that one symbol from each pair is represented each time. Place **one row** of rollers side by side with the **symbol up**, and the other row with the **symbol down**.

The starting player **rolls the dice**. **They listen to the roll with the corresponding symbol**. They then have the task of finding **the matching roller** from those with the symbol facing down. They have 2 tries to find it, i.e. they can listen to just 2 rollers without looking down at the symbol. Then they can tell if one of these 2 rollers is the right one. If they are right, **they get 2 points**. If they're **not right**, they get **minus 1 point**. They can also just say that neither of the 2 rollers is the right one. In that case, they don't lose or gain any points and no one looks at the symbols of the 2 rollers. The rollers are always put back in the same place so that they can be played repeatedly.

The game ends when someone scores 8 points.

## SOUND LINES

**Divide the dice fairly according to the number of players**, but don't look at who has which symbol. Put the rollers in front of you in a row.

2 players - 6 rollers each

3 players - 4 rollers each

4 players - 3 rollers each



The youngest player starts by **picking a random roller that is in front of them**. They listen to it once and **try to find a pair for it**. They search for a pair by listening to themselves or the other players. They always have two attempts. If they think they have found a pair, they announce it and turn the rollers with the symbol up. If this is correct, he puts the rollers with the symbol up to themselves. If they got it wrong, they put the rollers back where they were, with the symbol down.

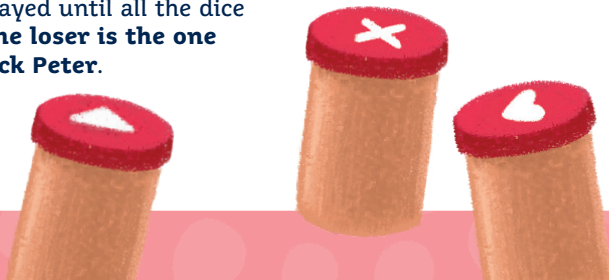
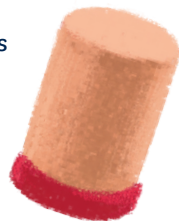
Then the player to their left plays in the same way. Even if someone has found the correct pair, the next player continues the game.

The first player **to get rid of all their rollers in front of them** wins.

## BLACK PETER

Randomly select one roller and put it aside, symbol up. This will be Black Peter. **Everyone listens to Black Peter** to hear what it sounds like. Now **divide the dice fairly** by number, but don't look to see who has which symbols. One of you will have one less roll, but that's okay.

**All players listen to their rollers.** If someone has a matching pair, they flip it up with a symbol and set it aside. If someone finds a Black Peter, they don't show anything. Then the game begins: whoever has the most rollers, or the youngest player, offers their rollers to the next player clockwise. The latter **chooses a random roller and judges by ear whether he has a matching pair**. If he has a pair, he puts it aside. They then offer their rollers again to the next player. This is played until all the dice have been turned over. **The loser is the one with the remaining Black Peter.**



## TIPS FROM KVIDO:

### TOURNAMENT:

Play a tournament in this Sound Memory Game by playing each game just once and adding up the points for each win.

### SINGLE PLAYER GAME:

You can play this game with just yourself. Keep track of your points and the number of rounds in which you reach eight points. Try to score eight points in fewer rounds next time!

I wish you sharp ears and lots of fun!

*Your Kvido*

