

For 2 or more players/teams
Ages 10 and up

SENSEABILITY™

RULES

OBJECT:

Be the first team to complete any six challenges from any categories.

CONTENTS:

100 challenge cards, card box, 4 play trays, 12 sided die, sand timer, 8 chop sticks, feather, 8 touch cards, slap stick, 12 balls, bag, 12 Knocked Senseless cards.



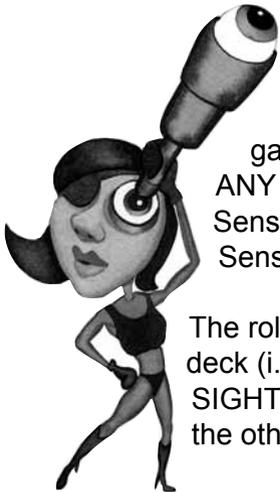
SET UP:

Form 3 or 4 teams: teams can have an uneven number of players. Each team gets 1 play tray and 2 chopsticks.

Place the pink Touch cards and black Knocked Senseless cards, color side up, in the play area. Put the sand timer, game die and bag near players for use later.

PLAYING AND SCORING:

The game is played in rounds. Before each round choose one player from any team to be the roller; choose one player from EACH team to perform the challenge of the round.



The roller rolls the game die to find out which of the 10 corresponding colored categories will be played. If the game die comes up black or white, the roller gets to choose ANY one of the 10 categories to play and also gets a Knocked Senseless card to use against another player (read Knocked Senseless rules later if this happens).

The roller takes the first card from the matching section of card deck (i.e. if they rolled blue, he/she will take the first card from blue SIGHT section). They look at both sides of card while making sure the other players cannot see any answer that may be on card.

After announcing what category is being played (ie: sight), the roller reads the challenge aloud and follows the instructions without giving the answer to anyone. The players who are “it” for that round perform the challenge.

Once a round is completed the player/team that won the challenge collects the challenge card just played and places it in front of them. If the round ends in a tie or there’s more than 1 winner, all winning teams collect a card from the section just played.

Play moves clockwise with one player from next team becoming the new roller. The new roller starts the round by rolling the game die, announcing the category and so on.

Knocked Senseless Cards:

Whenever a player rolls black or white, they get a Knocked Senseless card. They can trade it in to steal any challenge card won by another team. This card may be used any time in the game but only when it’s a team’s turn to be the roller. Each card may be used only once per game. The roller may use a Knocked Senseless card and play a challenge during the same turn.

ENDING AND WINNING A GAME:

The first team to collect any six challenge cards wins.

RULES FOR A 2 PLAYER GAME:

Form 2 teams. Above rules apply except the WHO NOSE/SMELL, THUMBS UP/TOUCH AND MAP TRAP/DIRECTION challenges aren’t played. Reroll the die when the colors for those categories come up.

We appreciate your comments on Sense A Bility. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.



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