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1. ABC

Players: 1-4

How to play:

Interact with the correct answer out of 3 to match with the picture



Problem Solving **
Visual Perception ***



Cognitive ***
Memory **
Problem Solving *
Visual Perception ***

2. Around The World

Players: 1-4

How to play:

- To gain a point, interact with the objects flying around based on what is shown in the middle.
- The question mark indicates the number of questions you need to answer, and the star indicates the score you have earned.
- The game is lost if the score is 0 after all levels are finished.
- The game is won if the score is 1 or above after all levels are finished.

Difficulties:

+ Easy:

- *The player must tap the object, which is the same as the one in the middle, to score.*

+ Medium:

- *The player must tap the object, whose silhouette is the same as the one in the middle, to score.*

+ Hard:

- *The player must tap the object, which comes from the country shown in the middle of the screen, to score.*



Cognitive ***
Problem Solving *
Visual Perception ***

3. Association

Players: 1-6

How to play:

Choose the correct object based on what appears in the middle area

4. Autumn Leaves

Players: 1-4

How to play:

Use your hands to clear away all the leaves to progress to the next level.

Difficulties:

The number of leaves on the screen increases, with Easy having the lowest number, Hard having the highest.

+ Easy:

- No timer

+ Medium, Hard:

- There is a timer in the center indicating the time limit you must complete the level.
- The level is lost if there are still leaves on the screen when time runs out, after which it is restarted.



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Visual Perception ***
Problem Solving *



5. Baby Faces

Players: 1-4

How to play:

Interact with the surface to color the pictures of babies. A new picture will be displayed after the previous one is colored.

Cognitive *
Visual Perception ***

6. Baby Farm Animals

Players: 1-4

How to play:

Interact with the surface to color the pictures of farm animals. A new picture will be displayed after the previous one is colored.



Cognitive *
Visual Perception ***



Cognitive ***
Visual Perception ***
Problem Solving **

7. Balloons Extended

Players: 1-6

How to play:

Pop the balloons of each color, as indicated on the Ferris wheel in the center, to reach the required number and win the level.

Difficulties:

The number of required balloons to pop increases, with Easy having the lowest number, Hard having the highest.

+ Easy:

- *No bombs.*

+ Medium, Hard:

- *Bombs appear.*
- *The level is lost when the bomb is hit, and the players need to start again at the start of that level.*
- *The number of bombs in Medium is lower than that in Hard.*

8. Beach Soccer

Players: 1-6

How to play:

Move the balls around or into goals



Cognitive **
Visual Perception ***



Cognitive ***

Visual Perception ***

9. Bingo

Players: 1-4

How to play:

Interact with the bingo machine to release balls. If a ball's number matches a cell on your sheet, mark it. A player achieves a bingo when cells in a row, column, diagonal, or four corners are correctly marked on their board. The player with the highest number of bingos wins, based on the level of difficulty.

Difficulties:

The number of cells on a player's board increases, with Easy having the lowest number, Hard having the highest.

+ Easy, Medium:

- *Getting 2 bingos wins the game.*

+ Hard:

- *Getting 3 bingos wins the game.*

10. Brain Challenge Extended

Players: 1-6

How to play:

Observe and memorize the positions of objects in each level. After the objects disappear, interact with the tiles that correspond to their previous positions. The level is lost when players interact with a tile that does not contain any object, requiring them to restart from the beginning of that level. The level is won when players interact with all the tiles that contain objects.

Difficulties:

The number of objects to find in a level increases, with Easy having the lowest number, Hard having the highest.

+ Easy, Medium:

- *The board does not rotate after the objects are shown.*

+ Hard:

- *After showing the positions of objects, the board will rotate.*

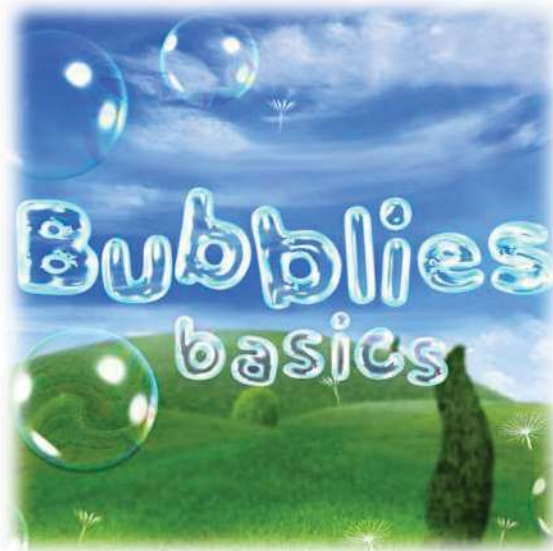


Cognitive ***

Visual Perception **

Problem Solving **

Memory ***



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Visual Perception **
Problem Solving *

11. Bubbles Basics

Players: 1-6

How to play:

Pop the required number of bubbles in each level, indicated by a progress bar. The level is won when the progress bar is filled.

Difficulties:

The required score for each level increases, with Easy having the lowest required score, Hard having the highest.

+ Easy:

- *No toxic bubbles or insects.*

+ Medium, Hard:

- *There are toxic bubbles, which will deduct points if they are destroyed.*
- *There are insects that will destroy bubbles and deduct points. The insects can be scared away by interacting with them.*

12. Bunny Feeding

Players: 1-6

How to play:

Push bunnies towards radishes to feed them, and avoid mushrooms



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Problem Solving **

13. Button Box

Players: 1-6

How to play:

Choose the object that matches with the one in the middle area

Difficulties:

+ Easy:

- *Only colorful buttons fly around*

+ Medium, Hard:

- *There are buttons with different colors and sewing kits that needed to match with the silhouettes*



Cognitive **

Visual Perception **

Problem Solving **



Cognitive ***

Visual Perception ***

Problem Solving **

14. Buzzy Bee Basics

Players: 1-6

How to play:

Interact with chains of flowers that consist of 5 or more small flowers or a single big flower to earn points. Achieve the required score, displayed in the middle, to win the level.

Difficulties:

The required score for each level increases, with Easy having the lowest required score, Hard having the highest.

+ Easy:

- *No timer.*

+ Medium, Hard:

- *There is a timer, and if the players cannot reach the required score before time runs out, the level is lost, after which it is restarted.*
- *There is more time on the timer in Medium, compared to Hard.*

15. Candy Factory Casual

Players: 1-6

How to play:

Interact with candies that match the requirements shown in the center. Interacting with the wrong candy type deducts 1 point. The game is won when the required score, also displayed in the center, is achieved.

Difficulties:

- *The number of required candies decreases, with Easy having the lowest number, Hard having the highest.*
- *The speed, at which candies move around, increases, with Easy having the lowest speed, Hard having the highest.*



Cognitive ***
Visual Perception ***
Problem Solving ***



Cognitive *
Visual Perception ***

16. Car 2

Players: 1-4

How to play:

Move around to reveal the car image.

17. Casino

Players: 1-4

How to play:

Pay attention and choose the right card after they are swapped



Cognitive **
Visual Perception **
Problem Solving **
Memory *



Cognitive **
Visual Perception ***
Problem Solving **

18. Chicken Journey

Players: 1-4

How to play:

Interact with the nest having a chicken to make it fly and get all eggs. Getting the colorful egg adds one life. The chicken bounces back in another direction if it hits the spider or the tomato

19. Christmassy

Players: 1-12

How to play:

Observe the silhouette in the center. Interact with the object that matches the shape of the silhouette. A heart is lost when an incorrect object is interacted with. When all hearts are lost, the game is over, and it restarts from the first level. A level is won when all objects are interacted with in the correct order of appearance according to the silhouettes.

Difficulties:

The speed, at which objects move, increases, with Easy having the lowest speed, Hard having the highest.

+ Easy, Medium:

- *After a level is finished, the number of remaining hearts refreshes.*

+ Hard:

- *The number of remaining hearts only refreshes after all 3 levels are finished.*



Cognitive ***

Visual Perception ***

Problem Solving *



Cognitive ***
Visual Perception ***
Memory ***

20. Classic Match Up

Players: 1-4

How to play:

During a player's turn, flip over 2 cards and remember their positions. Search for 2 cards that have the same image. Matching a correct pair earns 2 points. Once all pairs are found, the players with the highest scores win.

Difficulties:

- The number of cards on the board and the number of card types increase, with Easy having the lowest numbers, Hard having the highest.
- The time between when the cards' faces are shown at the start and when they are flipped down decreases, with Easy having the lowest time, Hard having the highest.

21. Clean Water Conquest

Players: 1-4

How to play:

Spin the pipes and direct water to the final destination



Cognitive **
Visual Perception **
Problem Solving **



Cognitive *
Visual Perception ***

22. Color Balls 2

Players: 1-4

How to play:

Move the balls away and reveal the pictures.

23. Drums

Players: 1-12

How to play:

Move around to play the drums.



Cognitive *
Visual Perception ***



Cognitive ***
Visual Perception *
Problem Solving **

24. Easy Math

Players: 1-6

How to play:

Interact with math problems, whose result matches the moving number at the corner.

Difficulties:

The number of problems to sort increases, with Easy having the lowest number, Hard having the highest.

+ Easy:

- *No timer.*

+ Medium, Hard:

- *There is a timer.*
- *A wrong choice deducts time from the timer.*
- *A level is lost if all problems are not sorted into their correct places before time runs out.*
- *A level is won if all problems are sorted into their correct places before time runs out.*

25. Eggster Casual

Players: 1-6

How to play:

Interact with Easter eggs to earn points, while avoiding the chicks. The game ends when a chick is interacted with, or eggs fill all holes on the screen.

Difficulties:

The speed, at which eggs fill the board, increases, with Easy having the lowest speed, Hard having the highest.

+ Easy:

- *No chicks.*

+ Medium, Hard:

- *Chicks appear.*



Cognitive **

Visual Perception ***

Problem Solving *



Cognitive ***
Visual Perception *
Problem Solving **

26. Feed My Pet

Players: 1-12

How to play:

Interact with the numbers matching those in the middle to win a level. The game is lost when the score is 0 after the final level ends. The game is won when at least a matching number is found.

27. Flip It

Players: 1-6

How to play:

Choose play areas, then flip tiles to reveal images



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Visual Perception ***



28. Flip It Christmas

Players: 1-6

How to play:

Choose play areas, then flip tiles to reveal images about Christmas

Cognitive **

Visual Perception ***

29. Fly Swatter

Players: 1-6

How to play:

Smash the insects hovering around, and interact with the plates to clean them



Cognitive ***

Visual Perception ***



Cognitive ***
Visual Perception ***
Problem Solving **

30. Forest Tale Basics

Players: 1-6

How to play:

Interact with hives to make fireflies emerge and attach to the main one, earning 1 point for each firefly from the hives. 1 point is deducted when a beetle hits a firefly in the chain. Utilize the glowing fruit to eliminate all beetles on the screen. The game is won when the required score, displayed in the middle, is achieved.

Difficulties:

The number of fireflies required to win and the number of beetles increase, with Easy having the lowest number, Hard having the highest.

31. Frogz

Players: 1-6

How to play:

Hit the frogs before they jump away to earn points



Cognitive ***
Visual Perception **
Problem Solving **



Cognitive ***
Visual Perception ***

32. GEMS

Players: 1-12

How to play:

Interact with the gems that match the one shown in the middle to win a level. The game is lost when the score is 0 after the final level ends. The game is won when at least a matching gem is found.

33. Geometry Master

Players: 1-6

How to play:

Choose a play area by interacting with the hand icon on it. Answer geometry questions by interacting with the correct answer, and get 1 point. The game is lost when no player has at least 1 point. The players with the highest score win.

Difficulties:

The difficulty of questions increases from Easy to Hard.



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Visual Perception ***
Problem Solving *



34. Go Fishing

Players: 1-6

How to play:

Help Vicky hook the correct color and shape fish

Cognitive **

Visual Perception ***

Problem Solving *

35. Happy Birthday

Players: 1-12

How to play:

Move around to uncover the 'Happy Birthday' message and blow out the candles.



Cognitive *

Visual Perception ***

36. Hungry Octopus

Players: 1-6

How to play:

Feed the octopus by interacting with the sea creature it requires, while avoiding trash



Cognitive **
Visual Perception **
Problem Solving **



Cognitive ***
Visual Perception ***
Problem Solving **

37. Jigsaw Race

Players: 1-6

How to play:

Select one puzzle piece that matches the one in the line above. The distance to the finish line is indicated by the number of pieces remaining to be placed in the line. The game is lost if no player reaches the finish line before time expires. A player wins by being the first to reach the finish line.

Difficulties:

The number of pieces to finish, the number of pieces to choose on a player's area, and the duration of a game increase from Easy to Hard.

+ Easy:

- *The puzzle pieces' directions are the same as those in the line.*

+ Medium, Hard:

- *The puzzle pieces' directions vary.*

38. Maestro Extended

Players: 1-6

How to play:

Observe the piano patterns and repeat them to finish a song. The level is restarted when a note, which does not follow the pattern, is interacted with.

Difficulties:

The number of notes to remember increases, with Easy having the lowest number, Hard having the highest.



Cognitive ***
Visual Perception **
Problem Solving *
Memory ***



Cognitive *
Visual Perception ***

39. Magic Garden

Players: 1-6

How to play:

Interact with the flowers and butterflies to find out what they do

40. Mahjong King Basics

Players: 1-6

How to play:

Match all identical tiles to win a level.

Difficulties:

The number of tiles to clear increases, with Easy having the lowest, Hard having the highest.

+ Easy:

- *No timer.*

+ Medium, Hard:

- *There is a timer on each level.*
- *Stars are given based on how much time it takes to finish a level, which is shown in the middle.*
- *A level is restarted when there are still tiles on the screen after time runs out.*



Cognitive ***

Visual Perception ***

Problem Solving **



Cognitive ***
Visual Perception *
Problem Solving *
Memory ***

41. Memory Train

Players: 1-4

How to play:

Observe the loading and unloading of cargoes onto the train and remember the number of cargoes for each color. When the train arrives at a player's station, that person should only interact with the 'Deliver' button if the required number of cargoes is the same as or less than the number on the train. Otherwise, 1 point will be deducted. If the required number of cargoes is higher than the number on the train, the player must wait until the train departs in order to receive 1 point.

Difficulties:

The moving speed of the train, the loading and unloading speeds, and the maximum number of answers increase from Easy to Hard.

+ Easy:

- *Only 1 wagon containing only 1 cargo color.*

+ Medium, Hard:

- *2 wagons containing 2 different cargo colors.*

Modes:

+ Competitive: The players reaching the maximum number of correct answers first win.

+ Solo, Collaborative: Together, players have to reach the maximum number of correct answers to win, with Solo having only 1 player, Collaborative allowing 1 or more players to join.

42. Mermaids

Players: 1-4

How to play:

Interact with the game and enjoy the water effect



Cognitive **
Visual Perception ***



Cognitive ***
Visual Perception *
Problem Solving ***
Memory ***

43. Mindball

Players: 1-4

How to play:

Observe the initial positions of mirrors and the starting position of the red ball, indicated by a red arrow. The red ball will bounce off mirrors upon collision. Select the desired destination for the red ball. Points will be awarded based on the speed of providing the answer, indicated by stars. A level is failed if an incorrect destination is selected.

Difficulties:

The number of questions the players must answer and the number of mirrors on the grid increase from Easy to Hard.

+ Easy:

- *Mirrors will not disappear when the players answer.*

+ Medium:

- *Mirrors will disappear before the players answer.*

+ Hard:

- *Same as Medium, but the red arrow's position is only revealed when the players are able to answer.*

Modes:

+ Competitive: When all levels are finished, the players with the highest score win.

+ Collaborative: Players win the game when all levels are finished.

+ Solo: Same as Collaborative, but the player can choose their play areas.

44. Musical Box

Players: 1-12

How to play:

Interact with the music notes while listen to the cheerful melodies



Cognitive *
Visual Perception **



Cognitive *
Visual Perception **

45. Musical Box Christmas

Players: 1-12

How to play:

Interact with the music notes while listen to the cheerful Christmas melodies



46. On Track City Express

Players: 1-6

How to play:

Obstacles will appear on the train track. Interact to clear them and help the train move forward. The level is lost when the train hits an obstacle.

Cognitive **

Visual Perception ***

Problem Solving ***

47. Paint Studio

Players: 1-6

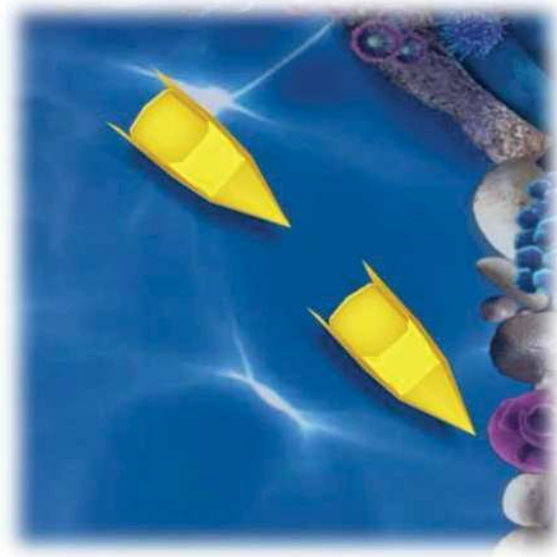
How to play:

Move around to color the white areas. A picture is finished when all areas are colored.



Cognitive *

Visual Perception ***



Cognitive ***
Visual Perception *

48. Paper Boat

Players: 1-6

How to play:

Push the boats to the other side.
A player gets 1 point when there is a boat hitting the other edge.
When time runs out, the players with the highest score win.

Difficulties:

The number of boats increases, with Easy having the lowest, Hard having the highest.

49. Popcorn

Players: 1-6

How to play:

Pop as much popcorn as you can



Cognitive **

Visual Perception **



Cognitive ***
Visual Perception ***
Problem Solving **

50. Poster Puzzle

Players: 1-4

How to play:

Choose the puzzle piece that matches the silhouette in the picture in the middle to earn 1 point.

If a player chooses the wrong piece, a piece will be removed from all players' play areas.

When the picture is completed, the player with the highest score wins.

Difficulties:

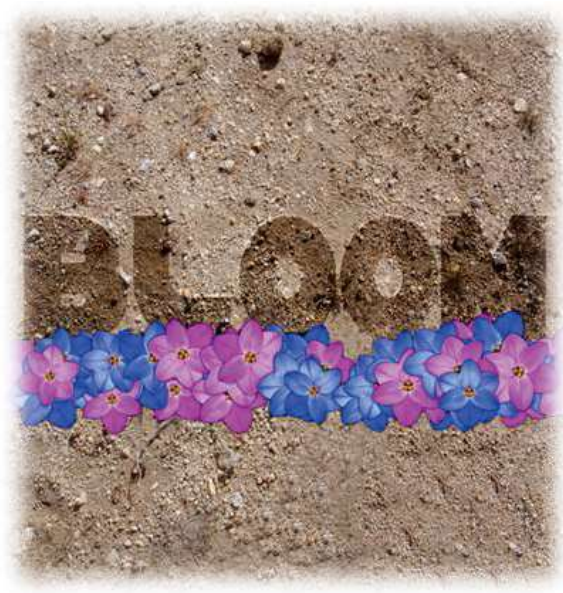
The number of puzzle pieces to find, and the number of options to choose increase, with Easy having the lowest numbers, Hard having the highest. The blurriness of the hidden picture in the background increases, with Easy having the clearest image, Hard having the blurriest.

51. Purple Bloom

Players: 1-6

How to play:

Move around to make the purple flowers bloom behind you



Cognitive **
Visual Perception **



Cognitive **
Visual Perception **

52. Rockball Prehistory

Players: 1-6

How to play:

Hit the balls at the opponent's touchdown zone to get 1 point, or the goal for 3 points. When 2 minutes are over, the player with the highest score wins (when 2 players have the same score, no one wins, thus a tie).

Difficulties:

The sizes of goals and balls decrease, with Easy having the biggest goals and balls, Hard having the smallest. The speeds of balls increase, with Easy having the slowest balls, Hard having the fastest.

+ Easy:

- *There is no goalkeeper.*

+ Medium, Hard:

- *Goalkeepers appear for both teams.*
- *There will be balls appearing from the first one at a specific time, with Medium having an extra ball, Hard having 2.*
- *In Medium, the sizes and speeds of goalkeepers are less than those in Hard.*

53. Rose Petals 2

Players: 1-4

How to play:

Move around to clear the petals and see the pictures.



Cognitive *
Visual Perception ***



Cognitive ***
Visual Perception **
Problem Solving ***

54. Rush Hour

Players: 1-6

How to play:

Observe the cars starting from a specific point, the buildings, and their corresponding colors. Interact with intersections to guide cars towards buildings of the same color (an intersection cannot be tapped if a car is already present). Players have a limited number of attempts to guide a vehicle to the wrong building. A level is lost when this limit is reached, resulting in a restart of the level. A level is won when the required number of cars successfully reaches the correct buildings.

Difficulties:

- The number of colors and the required number of correct choices increase, with Easy having the lowest number, and Hard having the highest.
- The limit of wrong choices decreases, with Easy having the highest number, and Hard having the lowest.

55. Scattered Tulips 2

Players: 1-4

How to play:

Move around to clear the tulips and see the pictures.



Cognitive *
Visual Perception ***



Cognitive **
Visual Perception *
Problem Solving ***

56. Series

Players: 1-12

How to play:

Interact with all numbers in ascending order before time runs out to win a level. A level is lost when a number, which does not follow the order, is interacted with.

57. Shut The Box

Players: 1-4

How to play:

Interact with the dice to roll them and observe their sum.

Select number tiles such that their sum equals the sum of the dice, and gain points based on the numbers on the chosen tiles.

When there are no more usable number tiles, notice panel "No options!" appears, and the board is reset.

Difficulties:

The number of tiles and the required score increase, with Easy having the lowest number, and Hard having the highest. Easy mode has 1 die, while Medium and Hard have 2 dice.

Modes:

+ Solo:

- *The player tries to get the highest score before time runs out.*

+ Group Collaborative:

- *There is only 1 set of dice for all players.*
- *Players win after reaching the required score.*

+ Group Competitive:

- *There is 1 set of dice for each player.*
- *Players win after reaching the required score.*



Cognitive ***

Visual Perception *

Problem Solving **



Cognitive **
Visual Perception ***

58. Sightseeing

Players: 1-6

How to play:

Move around to flip tiles and reveal the pictures of landmarks. Interact with the Next button after a picture is revealed to move on to the next one.

Difficulties:

The number of tiles increases, with Easy having the lowest number, and Hard having the highest.

+ Easy:

- Tiles will stay flipped after players interact with them.

+ Medium, Hard:

- Tiles will flip back after players interact with them.

59. Sketch Up

Players: 1-6

How to play:

Press the zone long enough to draw a line. The longer it is, the more points you may get. But beware, a line that is too long or too short will make you start again



Cognitive **
Visual Perception ***
Problem Solving **



60. Snow Melt

Players: 1-6

How to play:

Move around to clear the snow

Cognitive ***

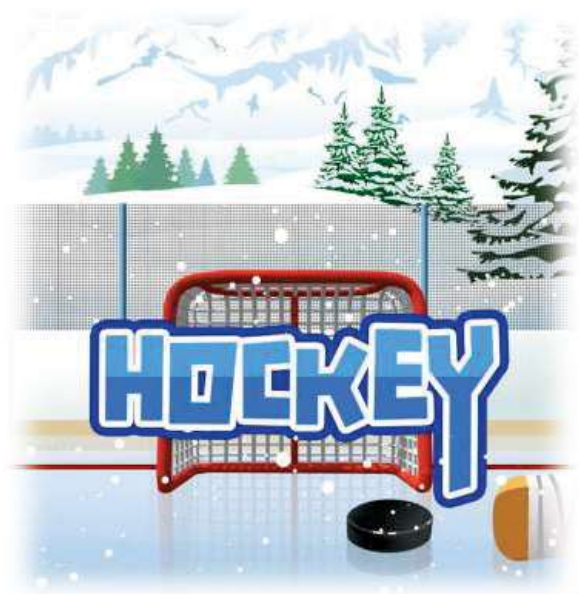
Visual Perception *

61. Snowy Hockey

Players: 1-6

How to play:

Interact with the puck to score a goal



Cognitive ***

Visual Perception **



62. Soccer

Players: 1-6

How to play:

Push the ball into the opponent's net.
The player, who scores 3 goals first, wins.

Cognitive ***

Visual Perception *

63. Spot It

Players: 1-4

How to play:

Choose the item that matches one of the objects displayed in the center area.

Difficulties:

The number of objects in the center area increases, with Easy having the lowest number, and Hard having the highest.



Cognitive ***

Visual Perception ***

Problem Solving *



Cognitive ***
Visual Perception ***
Problem Solving *

64. Sweets For All

Players: 1-4

How to play:

Collect all sweets. The game is lost when the score is 0 after finishing all levels. The game is won when the score is 1 or higher.

Difficulties:

+ Easy, Medium:

- *Interact with all sweets to collect them in order to win a level.*

+ Hard:

- *Observe the silhouette in the middle, and interact with those having the same shape to get 1 point.*

65. Trail of Tulips

Players: 1-6

How to play:

Move around to create trails of tulips.



Cognitive *
Visual Perception ***



66. Treasure Box

Players: 1-6

How to play:

Interact with all the things flying around

Cognitive **

Visual Perception ***

67. Unique

Players: 1-4

How to play:

When the shapes appear, select the one that is distinct from the others before time runs out to earn 1 point.

Difficulties:

The number of pieces in a level increases, with Easy having the lowest number, and Hard having the highest.

+ Easy:

- No timer.

+ Medium, Hard:

- A timer appears for each player.
- If the players cannot find the unique shape before time runs out, the level is lost.

Modes:

+ Competitive: When all levels are finished, the players with the highest score win.

The game is lost when no player gets at least 1 point.

+ Collaborative, Solo: The gameplay is the same for both modes (there is only 1 set of shapes, the players have to reach the required score to win), the difference is the position of the score counter.



Cognitive ***

Visual Perception ***

Problem Solving *



Cognitive **
Visual Perception **

68. Winter Fishing

Players: 1-4

How to play:

Catch fish to earn points

69. Word Association

Players: 1-4

How to play:

Testing your knowledge of English vocabulary and reflex by carefully observe all the words, and choose the correct one.

Difficulties:

+ Easy:

- *Players must select the answer that begins with the same letter as the question word's last letter.*

+ Medium, Hard:

- *Players must choose the correct answer by selecting a word that shares the same topic as the question word OR differs from both the question word and other answers*

Modes:

+ Competitive: When all levels are finished, the players with the highest score win. The game is lost when no player gets at least 1 point.

+ Collaborative, Solo: The game is won when the player gets at least 1 point. The game is lost when the player's score is 0.



Cognitive ***
Visual Perception *
Problem Solving ***



Cognitive ***
Visual Perception *
Problem Solving **

70. Wordee

Players: 1-4

How to play:

Interact with cells in the correct order to fill them with letters and form a meaningful word based on the provided definition in the box. Use hints by interacting with the bulb button to automatically fill in a letter. Filling in a wrong word will reset the cells. After successfully creating the correct word, each correct letter earns points (letters filled using hints are not counted), and a bonus is awarded based on the number of hints used. Clear the cells by interacting with the definition box.

Difficulties:

+ Easy, Medium:

- *Same gameplay, but more letters in Medium.*

+ Hard:

- *The highest number of hints, and letters in each word.*
- *The word definitions are locked, and can only be unlocked using the last hint.*

Modes:

+ Competitive: When time runs out, the players with the highest score win.

The game is lost when no player gets at least 1 point.

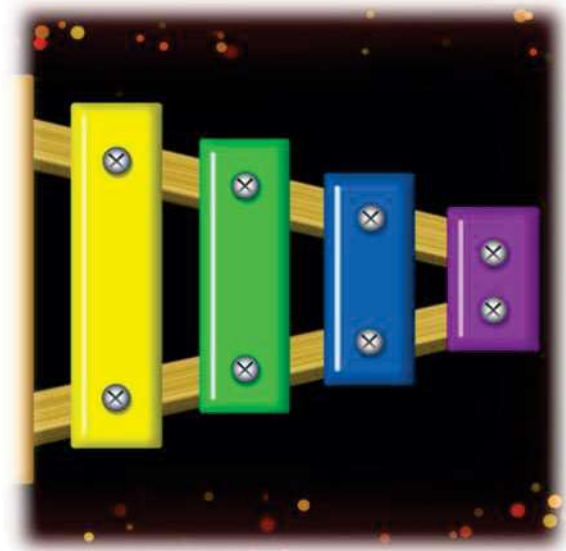
+ Solo: The game is won when the player gets at least 1 point. The game is lost when the player's score is 0.

71. Xylophone

Players: 1-6

How to play:

Move around to play xylophone keys.



Cognitive *
Visual Perception ***