



Take Two

Find the right combinations! In Take Two, players practice their lessons individually while staying active.



Smart-
sleeves

Getting started

- ✕ Use a Picoo quiz or print your own. The quiz should have matching pairs.
- ✕ Put the quiz cards in the Smartsleeves. The back of each card shows which Smartsleeve to use.
- ✕ Spread the Smartsleeves out in the play area.
- ✕ Start the game.
- ✕ Scan the next unused Smartsleeve with the game controller. If you are using all the Smartsleeves, press the button on the controller twice.
 - **Example 1:** If you have 3 pairs, you will have put 6 Smartsleeves in the play area. Scan Smartsleeve 7.
 - **Example 2:** If you have 12 pairs, there will be 24 Smartsleeves in the play area. Press the button twice.

Rules of the game

- ✕ Find all the matches!
- ✕ Find a Smartsleeve and scan it with your controller.
- ✕ Look for the matching Smartsleeve and scan it too.
- ✕ If the match is correct, find the next pair!
- ✕ If you make a mistake, keep looking for the correct answer.

End of the game

- ✕ The game ends when you match all the pairs.

Colors and interaction

-  *Slowly blinking blue*
start the game with the game card
-  *Blue*
set how many pairs you have
-  *Slowly blinking purple*
scan a Smartsleeve
-  *Purple*
scan the matching Smartsleeve
-  *Fast blinking blue + vibration + beep*
oops! You scanned the same Smartsleeve twice
-  *Blinking green + vibration + correct sound*
you got it!



*Blinking red + vibration + incorrect sound
not quite. Try again!*



*Blinking white + vibration + incorrect sound
you already found that match*



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to make your own?

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