



Double Trouble

Which team can find the correct combinations the fastest? Effective communication among team members is key!



4+



4+



Smart-sleeves

Getting started

- ✖ Use one of the Picoo printed cards or create your own quiz with matching combinations.
- ✖ Place the quiz cards in the corresponding SmartSleeves. The back of each quiz card indicates which SmartSleeve the card belongs to.
- ✖ Scatter the filled SmartSleeves across the playing area.
- ✖ Start the game. The controller that you use to scan the game card becomes the play maker controller.
- ✖ Scan the next unused SmartSleeve using the play maker controller. If you are using all of the SmartSleeves, press the button on the play maker controller twice.
 - **Example 1:** You have 3 combinations, so you have placed 6 SmartSleeves in the playing area. Scan SmartSleeve 7.

- **Example 2:** You have 12 combinations, so you have placed 24 SmartSleeves in the playing area. Press the button twice.

How to play

- ✗ The object of the game is for your team to be the first to find all the correct combinations.
- ✗ At the start of the game, players are automatically divided into two teams.
- ✗ The players take turns competing in rounds to try to find a combination.
- ✗ Wait until your Picoo controller blinks purple. Then the round begins.
- ✗ Find and scan a SmartSleeve.
- ✗ Now find and scan the corresponding SmartSleeve.
- ✗ If you get an answer wrong, you can carry on searching for the correct answer.
- ✗ The round ends once one of the players finds the correct combination.
- ✗ Please note: you cannot rescan combinations that have already been completed.
 - Discuss with your team which combinations have already been found.

End of the game

- ✗ The team that finds all the combinations first wins.



Colours and interaction

Getting started:

-  *Blue*
scan the next available unused SmartSleeve or
press the button twice

During the game:

-  *Slow purple blinking*
scan a SmartSleeve
-  *Purple*
scan the corresponding SmartSleeve
-  *Rapid blue blinking + vibration + beep*
you have scanned the first card in a set again
-  *Green blinking + vibration + correct sound*
correct answer, combination found
-  *Red blinking + vibration + incorrect sound*
incorrect answer, combination not completed
-  *White blinking + vibration + incorrect sound*
you've already completed this combination



Would you like to download more printable cards or create your own quiz using the Picoo template? Visit: www.picoo.nl/picoo-quizen/

