

A
Cooperative
Game for
Kids!

Stone Soup

Instructions

Ages 5+
2-6 players
15-20 minutes

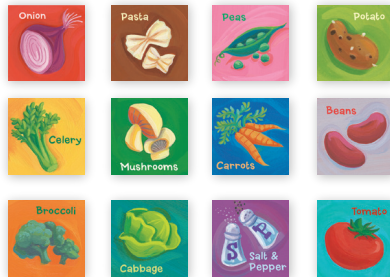
Includes

- 1 Game Board
- 24 Soup Cards (12 matching ingredients)

- 10 Fire Out Cards



- 1 Magic Stone Card



LEARN TO PLAY!



1 MINUTE VIDEO

Object Stone Soup is a memory matching game with a twist. Instead of players finding and making matches to see who can make the most matches, players play together to “cook” a Stone Soup. The object of the game is to match all the Soup Cards before the cooking fire is extinguished by the Fire Out Cards.

Remember A cooperative game means that all players work together for one outcome—everyone wins or loses together. In this game, speak up, yell out, or point to cards you want your teammates to turn over. One player may be turning the cards, but everyone can use his or her memory to help a teammate find the matches. That’s cooperating!

Set Up Open the board and lay it on a table or flat surface. Turn all the cards face down on the board and mix them well. Place the cards on the board, but not on the fire or kettle and without overlapping.

How to Play The player who likes soup best goes first. Play continues clockwise.

To start, player 1 turns over any two cards on the board. If the cards are a match, she places those cards into the kettle on the board. If they do not match, she turns the cards face down in their same place. It is now the next player’s turn.

If a Fire Out Card is turned over that card is placed on the fire area of the board.

If the Magic Stone Card is turned over, set it aside. It can be used one time by any player at any time, though players should decide together when to use the Magic Stone Card. The Magic Stone Card is used to turn face down a Fire Out Card that is turned up during play. The Magic Stone Card cannot remove a Fire Out Card from the board during play, nor can it remove a Fire Out Card from the fire area. It can only be used once in a game and then must be placed into the kettle. If a player turns over the Magic Stone Card as his first card, he still turns over a second card.



Players take turns turning over cards and trying to make matches. Players may make only one match per turn.

Game End Match all 12 ingredients before the fire goes out and everyone wins!

Lose a piece?

Contact us for lost or broken free replacement pieces!
peaceablekingdom.com
877-444-5195

Illustrations © 2010 Laura Huliska-Beith.
Game concept © 2009 Jim Deacore.

Peaceable Kingdom®
Berkeley, CA 94710
peaceablekingdom.com
© 2010 Peaceable Kingdom



WARNING:
CHOKING HAZARD — Small parts.
Not for children under 3 years.

