**Telekinesis 2 – player A**

You may only touch: Plates 1-2 and pens

Your stack criterion: Every blue marker needs to be accompanied by a pencil.

**Telekinesis 2 – player C**

You may only touch: Sheets 5-8 and blue/red markers

Your stack criterion: Every plate should have on top of it a number of pens one less than its number. (That is, plate 4 should have 3 pens, plate 3 should have 2 pens, etcetera.)

**Telekinesis 2 – player E**

You may only touch: Pencils and plates 1-2

Your stack criterion: Every stack of items should have one sheet of paper beneath it and one sheet of paper on top of it. (It does not matter which exact sheet goes where.)

**Telekinesis 2 – player G**

You may only touch: Pens and sheets 5-8

Your stack criterion: Odd-numbered plates each need to have two black markers beneath them.

**Telekinesis 2 – player B**

You may only touch: Black markers and sheets 1-4

Your stack criterion: Plates with their number face down need to have a red marker on top of it. Plates with their number face up need to have a blue marker on top of it.

**Telekinesis 2 – player D**

You may only touch: Blue/red markers and plates 3-4

Your stack criterion: If there is a pair of black markers present at a plate, then there should be a pen in-between these markers. (This initially won’t make sense, but later on it probably will.)

**Telekinesis 2 – player F**

You may only touch: Plates 3-4 and black markers

Your stack criterion: Every plate with a red marker on top of it should have three pencils beneath it.

**Telekinesis 2 – player H**

You may only touch: Sheets 1-4 and pencils

Your stack criterion: Plates one and four need to have their number facing down. Plates two and three need to have their number facing up.