**Telekinesis 3 – player A**

You may only touch: Plates with number 3 or higher, but not broken/torn plates

Your first stack criterion: We’re engineers! So one person should put a pencil behind his/her right ear and keep it there for the remainder of the game.

Your second stack criterion: Markers which don’t have a matching cap on top of them (that is, with a different color) should be put on the trash pile. (“What’s the trash pile?” you may wonder. Well, I’m sure you’ll figure that out for yourself.)

**Telekinesis 3 – player C**

You may only touch: Plates with number 2 or lower, as well as broken/torn plates of any number

Your first stack criterion: One red marker should interchange caps with one black marker. So, a red marker should get a black cap, while a black marker should get a red cap. (All other markers should keep the correct caps on them.)

Your second stack criterion: If a plate is torn into two pieces, then also the sheet with the same number should be torn into two pieces. The pieces should subsequently be put on top of (the pieces of) the plate with the same number.

**Telekinesis 3 – player E**

You may only touch: Sheets 5-8

Your first stack criterion: Plate 1 has identity problems. It wants to be plate 11. Help out this plate by making sure that a “1” is added by a black marker.

Your second stack criterion: It may happen that someone feels so much like an engineer that he/she puts a pencil behind his/her ear. To prevent him/her from feeling lonely, someone else should put a *pen* behind his/her *left* ear and keep it there for the remainder of the game.

**Telekinesis 3 – player G**

You may only touch: Pencils

Your stack criterion: All plates whose numbers are prime numbers should have their numbers facing up. All other plates should have their numbers facing down.

**Telekinesis 3 – player B**

You may only touch: Sheets 1-4

Your first stack criterion: Every plate should have a pencil on top of it. If a plate is broken, then the pencil on top of it should also be broken in the same number of pieces.

Your second stack criterion: There should be a pair of two markers of different colors on top of each intact plate. (Ignore broken plates.)

**Telekinesis 3 – player D**

You may only touch: Black markers

Your first stack criterion: Every intact plate should have one or more paper sheets beneath it. The sum of the numbers of these sheets should equal exactly twice the number which is on the corresponding plate. (Ignore broken plates.)

Your second stack criterion: If there is more than one pen lying on top of a plate, then there should be exactly one pencil beneath that plate.

**Telekinesis 3 – player F**

You may only touch: Blue/red markers

Your first stack criterion: Plate 4 is proud of being the plate with the highest number. If plate 4 doesn’t have the highest number anymore, it will feel like it’s not worth being plate 4 anymore. In that case, plate 4 should be broken/torn into two pieces. All other plates should remain intact.

Count the sum of the digits on a plate. (For example, the sum of the digits of 23 equals 2+3=5.) This is the number of pens which should be placed on top of this plate. This should hold for each intact plate. (Ignore broken plates.)

**Telekinesis 3 – player H**

You may only touch: Pens

Your stack criterion: Structure is important for us engineers. Therefore, the plates should be in a straight line, ordered by their number. Any broken/torn plates should not be part of the line, but should be put aside, somewhere next to the line.