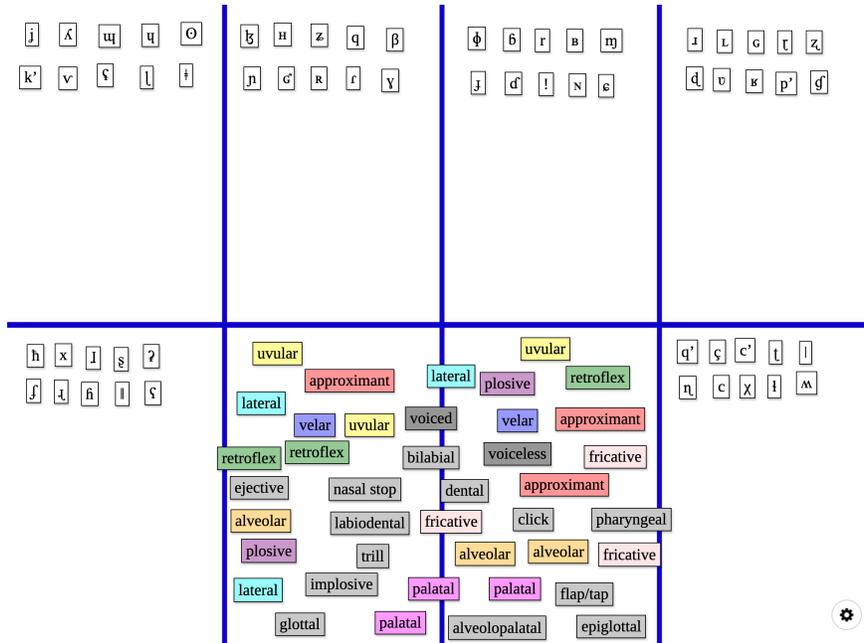


# IPA Consonant Trap

## rules

**Basic rules:** Begin the initial set up of the game by moving the IPA symbols (white squares) to six grid spaces, with 10 symbols per space (they are randomized, so just move them in order):



The goal is to “trap” all of the IPA symbols in all six grid spaces using the coloured phonetic descriptions to match the symbols. All matching symbols within the same grid space count as trapped, so for example, the **palatal** description in the upper left grid space traps all of the palatal consonants (including labial-palatal, but not alveopalatal):

