

GEO VISUAL

RULES

MATERIAL

- BOARD
- 30 CARDS
- 40 TOKENS
- 4 PAWNS
- PENCILS
- NOTEBOOKS
- HOURGLASS

HOW TO PLAY

Divide participants into teams of at least 2 people for a maximum of 4 teams. Each team must choose a pawn and place it into starting box. Shuffle the 40 tokens (each token has a different score 100-200-500-bonus) face down and place each on a space on the board.

You can decide to:

- leave them all covered, so you don't know what score you will get,
- discover them all.

To choose the starting team you can make a challenge: that is, both teams will compete on the same word (which only the designers will know), the first team who guess it will be the one who will start the game.

You can choose whether to advance by 1, 2 or 3 spaces.

Each score is linked to a color connected to a category (reported in the board):

- GLOSSARY light blue;
- TOOLS green;
- PLACES yellow;
- BONUS red.

The draftsman on duty (which must be changed at each turn) will choose, together with the team, how many squares to advance and, consequently, the theme of the word to be guessed.

Once this is done, he draws the card, reads the word, turns the hourglass and has 1 minute to let his team guess the word.

If he succeeds he will advance of that score and collect the token that is on that space, otherwise he will lose a token (if he doesn't have them, only the turn will pass).

The team with the most points will win.

When the team arrives in the bonus box the draftsman has to draw an "action".

If they guess, they can ask the opponent one of their token. If they fails they have to retreat of 3 boxes.

The game ends when the first team reaches box 40 with an exact number of moves.



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