

GEISTES

WÜRFELBLITZ



Jacques Zeimet

A lightning-fast dice
game for
quick thinkers!



Balduin the ghost has always been a keen photographer. But now he has unleashed a new artistic passion. Flat photos are out and now it's all cubes, cubes, cubes. Balduin calls it "Cubism"...

Just like in the popular game **Geistesblitz**, whoever is first to grab the right figure wins. But now the figure to grab is determined by... dice.

Components

Each die matches the color of one figure.

5 dice
5 figures
35 points



red chair $\Leftrightarrow$ red die



white ghost $\Leftrightarrow$ white die



grey mouse $\Leftrightarrow$ grey die



green bottle $\Leftrightarrow$ green die



blue book $\Leftrightarrow$ blue die



Start

Place the five figures in a circle in the middle of the table. Put the points together to form a supply. Whoever visited the basement last rolls the five dice and starts the game.

Grabbing the figures

When the dice are thrown, everyone sees at the same time **how many** of each figure come up. There are three possibilities:

❶ Is *one figure shown more than any other*?

Quickly grab the figure on the die that's the color of the most common figure:

- ➔ What color is the most common figure?
(in the example: bottle = green)
- ➔ Which figure is on the die of that color?
(in the example: the green die shows the mouse)
- ➔ Grab that figure! (in the example: the mouse)

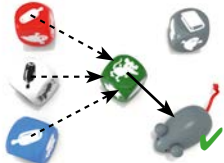
❷ Are *two figures shown twice* and one once?

Quickly grab the figure on just one die:

- ➔ Which figure is on just one die?
(in the example: the bottle)
- ➔ Grab this figure! (in the example: the bottle)



Example 1:



*The bottle is shown the most (3 times).
The green bottle die shows a mouse.
Be the first to grab the mouse!*

Example 2:



*The book and the ghost are shown on two dice each. The fifth die shows the bottle.
Be the first to grab the bottle!*

③ Is each figure shown just once?

Quickly grab the figure that's the color of the die where the ghost is hiding:

- ➔ What color is the die where the ghost is hiding?
(in the example: the ghost is on the blue die)
- ➔ Grab the figure of that color
(in the example: blue = the book)

Grab correctly and you get a point from the supply. You are next to throw the dice.



Anyone who grabs the wrong figure, or more than one figure (which is forbidden), **gives a point** to the player who grabbed correctly. If everyone grabs incorrectly, these points form a "jackpot" that goes to whoever is next, in a following throw, to grab correctly.

End

The game ends when the supply is empty. The player with the most points wins.

Example 3:



A different figure is shown on each die. The ghost is shown on the blue die. The blue die matches the book. Be the first to grab the book!



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