Visionary

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In this funny and dramatic dexterity game 2 teams compete against each other and build, but with a 'handicap'. A player stacks the components one on top of the other, whilst he he is directed by his team-comrades. Completely simple! Maybe!. The game has a twist though: The Constructor is blindfolded!

SCHMIDT GAME INFO

Game Type: Hilarious game with wooden components
Player-number: 4-8
Age recommendation: 8-88
Game duration: about 60 minutes
Game-idea: Ron Dubren
Skill + 0 0 0 0 Luck

GAME MATERIALS

- 33 Visionary Cards
- 2 Bags of 12 wooden pieces
- 2 Blindfolds
- 1 Special Die
- 1 Timer
- 1 game instructions

GAME PREPARATIONS

The 24 wooden pieces are subdivided into two identical sets. Each Set includes 2 x 6 different wooden pieces. The players form approximately two equal teams.

A player from each team is selected, to be the Constructor in the first round. He takes a set of wooden pieces. The other members of the team are the helpers.

The Visionary Cards are shuffled and stacked face down on the table.

THE GAME

There are two different types of game rounds, the die deciding at first if it is going to be the "Head-to-head" or the "Game against time."

The game begins with the "Head-to-head". The following game is decided by the die, thrown by the losing team of the previous round. If the die shows the question mark, the team can choose if it is to be a "Head-to-head-round" or a "Game against time" that follows.

THE HEAD-TO-HEAD

The previously decided Constructor of each team closes his eyes and puts on the blindfold. He should see nothing. Make sure that you are definitely unsighted!

A Visionary Card is drawn from the stack and laid face up where the helpers from both teams can easily see it. Both teams of helpers now simultaneously verbally assist their designer to take the right components and compose a structure corresponding to the illustration on the Visionary Card. The helpers in a team must alternately assist 'in order'. The first helper assists the Constructor to take the fist piece, then the next assists in the taking and building with the second piece, and so on, round and round until the structure is built. This means that you don't all shout at once, confusing the Constructor. The order in which you will assist should be decided at the start

AND WHO WINS THE HEAD-TO-HEAD?

The first Constructor to build the structure on the Visionary Card wins, and the team gets to keep the corresponding Visionary Card.

THE GAME-AGAINST-TIME

In contrast to the Head-to-Head, both Constructors see the corresponding Visionary Card before putting on the blindfold. You know therefore what to build. Teams do not play simultaneously, but one after the other. The team, that has won the last Visionary Card begins the Game-Against-Time.

A card is drawn and laid where all players can see it. The Constructor of the last team to win a Visionary Card puts on the blindfold, after he has memorised the illustration on the Visionary Card. The Timer is turned. His team now help him as before to build the structure.

As soon as the Constructor has built the structure, the Timer is laid on its side, to halt the flow of sand. The time that the first team used represents now the time limit for the second team. They must attempt the same structure in a shorter time.

The designer of the other team now puts on his blindfold. The Timer is turned, so that the sand that ran through it for the first team can now pour 'back'. Thus the second team get exactly the same time as the first team used, but, of course, hope to build the structure in a shorter time. The helpers now assist as before.

AND WHO WINS THE GAME-AGAINST-TIME?

The team that builds the structure in the shortest time, wins. The team takes the corresponding Visionary Card.

If neither team succeeds in building the structure within the full time limit, or if both teams built it in exactly the same team, the Visionary Card is placed on the bottom of the stack.

GENERAL RULES

The picture on the Visionary Cards demands that the players get a good perception of which wooden pieces make up the structure. At a first glance it is not always easy to see exactly which pieces make up the structure.

To prevent disputes, the helpers should ascertain the correct wooden pices at the drawing-stage of the card, paying special attention to whether they should be long or short rectangles.

The symbols at the edge of the cards presently have no meaning for the construction. One assumes they might be used in a future expansion.

Helpers, remember that you must take turns in assisting in the construction. Only verbal instructions may be given.

In each round a different team-member becomes the Constructor.

The Constructor may only touch or take one wooden piece at a time.

If a part of the structure collapses during the building stage, don't get discouraged! "Never give up hope" is the motto for designer and helpers, because the opposition could easily collapse their structure, maybe as they add their final piece. If a structure should be completed and matches the Card, the winning team gets the Card.

WINNERS OF THE GAME

The team that first collects 6 Visionary Cards becomes the Visionary Winner.

GAME VARIANT

The game follows the above rules. Winners of the game are, however, not the first team to collect 6 Cards, but the first team to amass 33 points. The Points are the numbers printed on the Cards won.

THE VISIONARY CARDS

On the Visionary Cards there are 33 different "constructions": 8 cards of 3 modules, 7 cards of 4 modules, 5 cards of 5 modules, 5 cards of 6 modules, 4 cards of 7 modules and 4 cards of 8 modules.

The more pieces needed for a structure, all the more complicated and time-costlier is the construction. Also, some structures cause great difficulties due to their composition. We recommend to Visionary beginners, that you start the game only with the 3-piece cards.

All of the cards are pictured at the end of the rules, together with the type of pieces needed in each construction. This should be checked by Helpers when giving instructions if they are not sure on the size of a piece needed next.

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