



genius classic logic game



INSTRUCTIONS

Contents:

1 board, 100 cards with 200 puzzles, 8 bonus cards, 4 counters and a 2-minute sand timer.

Players: 2 or more

Aim of the game:

Make your way across the board and disqualify your opponent(s) by entering their dimension first.

Setting up:

Put bonus cards into deck, shuffle and split evenly between players. Each player places their counter in a different dimension on the board.

Bonus Cards:

These cards allow the player holding one to move ANY counter two spaces in whichever direction they wish. Players can decide to use it straight away or save it for later and will continue solving puzzles until their time runs out. Used bonus cards are discarded.

Gameplay:

Youngest player takes their turn first.

During each turn, players have two minutes to solve as many puzzles as possible and should only be allowed to 'pass' once. Counters are moved in straight lines only, not diagonally, and two players cannot occupy the same space simultaneously.

For every correct answer, players move their counter one space and try to solve a new puzzle. For every wrong answer players can either try to solve another puzzle or, if time runs out, players move their counter back to their previous position.

After the two minutes have passed, it's the next player's turn and play continues in this manner.

To enter another player's dimension, players must solve a puzzle when their counter is in a space adjoining the dimension they wish to enter.

The winner is the first player to reach another player's dimension.



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