

GEISTES BLITZ



A reaction game as fast as lightning
for 2 to 8 bright minds, 8 years and up
by Jacques Zeimet

Story and Object of the Game

Balduin, the house ghost, found an old camera in the castle cellar. Immediately he photographed everything that he loves to make disappear when he is haunting... including himself, of course. Unfortunately, the enchanted camera takes many photos in the wrong colors. Sometimes the green bottle is white, other times it's blue. Looking at the photos, Balduin doesn't really remember any more what he wanted to make disappear next. Can you help him with his haunting and quickly name the right item, or even make it disappear by yourself? If you grab the right items quickly, you have good chances to win...

Game Materials

- 5 items (ghost, chair, bottle, book, mouse)
- 60 cards (photos)



ghost



chair



bottle



book



mouse



cards

Set-up

Place the 5 items in a circle in the middle of the table. Shuffle the cards well and form a face-down card pile.

Variant 1: GRAB THE ITEMS

Course of the Game

Whoever was the last person in a cellar turns over the top card in such a way that all players can see it at the same time. Now, using one hand, you try as fast as lightning to grab the desired item that is depicted on the card in the **matching color**, e.g., the blue book or the red chair.



And if there is no item depicted in its original color?
In this case, then you grab that item that is **not depicted** and whose **original color** is **not shown** on the card.



Example: This card shows a blue GHOST and a red MOUSE. But there is no blue ghost and no red mouse. Now you have to grab the (green) BOTTLE, because neither the bottle nor the color green can be seen on the card.



If you grab the right item, you lay down the turned-over card in front of you as a reward, and then turn over the next card.

Each of you may always grab **only one item**. If you take an incorrect item into your hand, you give up one card (provided you have one). The player who has grabbed the right item gets this card / these cards in addition.

End of the Game and Scoring

The game ends when the card pile has been used up. Whoever possesses the most cards wins.

Variant 2: GRAB OR SHOUT?

Course of the Game

The following changes to the quick-grab game apply:

If the card shows a **book**, players do not grab but **shout** out the name of the desired item. If there is no book on the card, you will still grab.

Example



1) Whoever is the first to **shout** „book“ gets the card.



2) Whoever is the first to **shout** „ghost“ gets the card.



3) Whoever is the first to **shout** „ghost“ gets the card.



4) Whoever is the first to **grab** the book gets the card.

Note

Each of you always has one try only. Whoever

- shouts although he should have grabbed or
- grabs although he should have shouted or
- grabs or shouts for a wrong item or
- grabs and shouts for an item
...gives up one of the cards he has won (provided he has any).

The player who has grabbed the right item or, respectively, shouted out its correct name, gets this card/these cards.

If this player also has made a mistake, he doesn't get any cards. He has to give up one card as well. In this case, all cards – including the turned-over card – are put back under the pile.

Whoever has grabbed /
shouted correctly turns
over the next card
(visible to everybody at
the same time).

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