

# KALEIDOS

A game by Spartaco Albertarelli, Angelo Zucca, Marianna Fulvi and Elena Prette

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For 2 to 12 players, 10 years and up

*English Translation by Bruce Bridges*

## COMPONENTS

- |                           |                                 |
|---------------------------|---------------------------------|
| § 20 Illustration Cards   | § 4 Easels                      |
| § 6 Pencils               | § 24 Letter Cards               |
| § 1 Notepad of 100 sheets | § 1 Sand Timer (approx. 1 min.) |
| § 1 Rule Book             |                                 |

## OBJECTIVE

Try to find as many elements beginning with the selected letter in an illustration.

## PREPARATION

Assemble the easels and give one to each player. If there are more than 4 players, use an easel for every 2 or 3 players, so everyone easily can see the picture.

Divide the 20 Illustrations into 4 identical sets of 5 cards, numbered 1-10, and place a set by each easel.

Shuffle the Letter deck and place it face down in the center of the table, next to the sand timer.

Each player receives a pencil and a sheet of paper.

## THE GAME

Players agree to use one of the illustrations and each player places the same illustration on his easel.

Then, round after round, a letter card is drawn. The players then have to find in the illustration as many elements beginning with that letter.

The players write down the words, without copying other players, of course. The round ends when the sand timer runs out.

Upon completion of the round, the players announce one by one the words they have written and compare them with those of other players.

§ Each player receives 1 point for a word that others have also found.

§ Each player receives 3 points for a word that nobody else has found.

One person is responsible for keeping track of the scores on a separate sheet of paper.

The players then start a new round by choosing the next illustration.

The game continues until the tenth and final round, obviously changing illustrations and letters in each round.

## Acceptable Words

An acceptable word is any element that is clearly visible in the picture, including all specifics or generalizations. For example, a car can be seen as a particular type of car (SUV, convertible, sports ...) and a bridal veil can be described by its components (lace, fabric ...).

Each word cannot be used more than once, without the primary component of the word (derivations or plural vs. singular). If the same word identifies several different objects (e.g., spinning top or lid top would be ok) in an illustration, you can use the word twice, but respecting the rule that forbids repetition.

Upon request, a player must be able to identify the element in the picture that was written on the paper.

Any ambiguous word can be accepted if the majority of the players vote it is acceptable. In the case of a tie, the word is not considered valid.

## THE WINNER

At the end of the last round, the player/team who has the most points wins the game.

## VARIANTS

If you have between 4 and 12 players, you can make teams (2 teams of 2 players to 4 teams of 3 players). This can be done by adding up the points for all players from one team at the end of each round.

## TIPS

The duration of the game can be modified by changing the number of rounds played.

In the first few games, do not hesitate to allow an additional flip of the sand timer in each round. You can also remove from the Letter deck ones that are more difficult.