

8+



20 min



Overview and goal of the game

It's Obvious is a cooperative game of image association. During the game, all players must secretly choose, at the same time, an image in the middle of the table. It sounds easy, but you won't be able to communicate freely. Pay close attention to everybody's cards and try to guess which ones your teammates will pick so you won't choose the same ones as them! What is obvious for some is far-fetched for others... Will you all be on the same wavelength?

Components



Front

Back

300 Image cards



8 Number tokens



6 voting wheels



Front

Back

10 Round tokens

Setup

- 1 Create a pile of Round tokens according to the player count (see the chart below).
- | Player count | 3 | 4 | 5 | 6 |
|------------------|----|---|---|---|
| Number of rounds | 10 | 9 | 8 | 7 |
- 2 Form, in the middle of the table, a circle with as many Number tokens as players plus one, following numerical order (1, 2, 3, etc.).
 - 3 Shuffle all Image cards. Each player receives a voting wheel and places two Image cards face up in front of them. The rest of the Image cards are placed near the players, face down.
 - 4 When all players have looked at their images, place an Image card face up in front of each Number token. You are now ready to play the game.



Example: In a **4-player game**, players create a pile of 9 Round tokens **1** and place 5 Number tokens in the middle of the table **2**.

Note: The different variants can augment or reduce the difficulty (see "Variants and difficulty" on page 6).

Playing the game

The game consists of several rounds, each divided in two phases:

1. Voting phase
2. Resolution phase

Voting phase

All players look at the cards in the center of the table. Each player chooses the card they consider linked to one (or both) of the cards in front of them.

However, during this phase, players are forbidden to speak directly about the card they want to take, the cards in front of them or explain the logic that guides their choice. They must remain vague and only assess the certainty of their choice. For example:

"My choice is obvious!" "My choice is a bit far-fetched!" "Nothing matches, I will try to choose a card that no one else will pick" "I think we are going to take the same card, I will leave it for you" etc.

All the following ways of communication are forbidden:

- Mention or point specifically to one of your cards;

This is obviously for my right card.

I have the teddy bear, so it's obvious!

- Mention or point to your chosen card;

- Explain your association of ideas or refer to a previous association;

I'm following the same logic as before!

I will take the darker one.

- Refer to external elements (TV shows, songs, etc.);

It is obvious, based on a recent show...

Once their choice is final, the players will secretly indicate on their voting wheel the number corresponding to the card they want to take.



Example: Josiah has the Fries and Salt/Pepper cards in front of him. He looks at the cards and says: "It's obvious!" Then, he inputs the chosen number on his wheel. Aedrian thinks Josiah is going to take the Burger, so he decides not to pick that card and chooses the Water instead. He puts it in his wheel and says: "In that case, my choice is obvious!" Moira is hesitating between the Water, that fits her Submarine, or the Truck, that fits her Cardboard box. After looking at the other players' cards, she finally decides to go for the Truck, since it seems a less obvious choice for the rest of players.

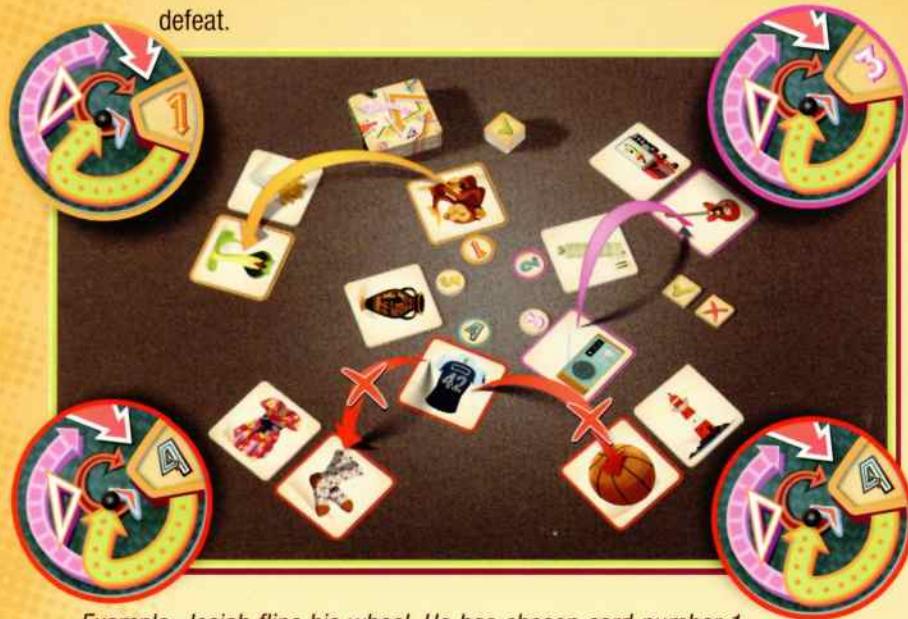
When all players have chosen a number on their wheel, advance to the Resolution phase.

Resolution phase

Players reveal one by one, in their chosen order, the result of their vote.

If a player is the only one to have chosen a particular image, they place the Image card in front of them, on top of one of their previous images.

If more than one player chose the same Image card, they reveal it immediately. The card remains in the middle of the table and the round is considered a defeat.



Example: Josiah flips his wheel. He has chosen card number 1, the Monkey. Since he's the only one that did, he takes the image and places it on his Snake card. Moira has chosen number 3. She takes the Radio and places it on top of the Guitar. Aedrian announces that he chose number 4, the Sports jersey. Unfortunately, Erin has also chosen this image. Neither of them take the card, which remains in place.

End of the round

When the Resolution phase is over and all players have chosen different cards, they flip the first Round token on the table onto its Victory side . Otherwise, they flip the token onto its Defeat side . If this was the third Defeat token, they lose the game immediately (see “End of the game” on page 6). All players that failed must draw a new Image card from the deck and replace a card of their choice from the two in front of them. Then, all cards still in the middle of the table are discarded. Draw new Image cards and place them in front of each Number token. A new round begins.

End of the game

The game ends when:

1. All Round tokens have been placed on the table and there are less than 3 defeat tokens. In this case players win the game!
- or
2. Players obtain the third defeat token. This means they lose the game!

Variants and difficulty

In order to vary the difficulty, it is possible to add or remove Image cards from the middle of the table.

1. For an easier game: Place one additional Number token in the middle of the table.
2. Do you want to add a little difficulty? Place as many Number tokens as players.

Note: The base game is more difficult in 5 and 6-player games.

For beginners

During your first game, we recommend that you to play with this variant.

Setup remains unchanged. Place your Number tokens following the rules for a normal game (base rules) or an easy game (see above).

In order to win the game, players must flip 3 Round tokens onto their Victory side (no matter how many defeats) before the game end.

Once this challenge has been achieved, you are ready to play a normal game!

Challenges

Do you want to take it further? Here you will find a list of challenges to complicate the game a bit more. The setup doesn't change, unless specified. Be careful! Some of these game modes will drive you crazy! Don't forget to write down the date and name of your team for each success!

- 1. To infinity and beyond:** Play a series of consecutive rounds without receiving a Defeat token.

Win 5 rounds / 10 rounds / 15 rounds / 20 rounds.



- 2. Perfect!** Win a 3-player game without any Defeat tokens.



- 3. On the edge:** Win a 5-player game despite having 2 Defeat tokens.



- 4. Hardcore group:** Win a 6-player game with only 6 Number tokens.



- 5. The One Ring:** Win a 5-player game with only 1 card in front of each player.

During setup, place only 1 card in front of each player.



- 6. Even more:** Win a 4-player game with 3 cards in front of each player.

During setup, place 3 cards in front of each player.



- 7. Always more!** Win a game without replacing the cards in front of each player.

The Image cards that players win are added to their previous ones in order to have 3, then 4 cards in front of them until each player has 6 cards.



- 8. Stubborn "This is my card and I'll keep it":** Win a game while keeping one of the two starting cards always visible.



- 9. Very stubborn:** Win a game while keeping the 2 starting cards visible at all times.



- 10. Silence is golden:** Win a game without any communication.



- 11. Lunatic:** Win a game in which new cards are distributed to each player every round.

At the end of each round, all Image cards are discarded and replaced by new ones, including those in front of the players.



- 12. I'm late, I'm late!** Win a game with only 30 seconds of thinking during each round.



Designer: Maxime Rambourg

Illustrations: Stéphane Escapa

Translation & copy editing EN:

Lis Diez Bourgoïn, Jacob Coon (Board Game Circus)



WARNING! Not suitable for children under 3 years, because small parts could be swallowed. Keep this information and address for future reference. 12-2020

® & © 2020 Gigamic



GIGAMIC

ZAL Les Garennes

F62930 – Wimereux – FRANCE

www.gigamic.com