

FIGURATA



A game for 3 or more players aged 6 and over.

The word FIGURATA comes from the Italian word "figurare," meaning "to depict". It's also actually pretty close to the English "to figure out," which gives something of an idea what this game involves.

AIM OF THE GAME

There are a total of 70 cards featuring 140 different figures/shapes. You need to use your bodies to present these figures so that the other players can guess them. The better you present and guess the figures, the more points you'll earn. We guarantee that not only your body will get a good workout, but your stomach muscles, too, from all the laughing!

CONTENTS

- 70 figure cards printed on both sides
- 25 number tiles
- 25 number cards
- 2 cardboard glasses
- 1 scoring pad

Each player will additionally need a pen to make a note of all hints and their points.

SPARE PARTS SERVICE

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Uwe	21	

<u>21</u>	<u>4</u>	<u>13</u>	<u>9</u>
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	1	2	3	3	4	4	5	5	6	6	7	7	→	4
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[illegible]

Lisa shuffles all of the 25 number cards again, draws four, and places them face down on the edge of the table just like Uwe did. She can then start presenting her four figures. This procedure is repeated for each player.

THE FINAL SCORING

Once all of the players have had a turn at presenting figures, it's time for the final scoring.

The person with the highest score wins. If there's a tie, you share the victory. Lisa's score sheet is shown below.

[illegible]

PLAY VARIATIONS

Number of figures to present

You can also choose to present up to six figures when playing "Figurata". Agree how many figures you wish to present before the start of the game.

Team play

If you're more than five people, then you can also play "Figurata" in teams. You don't need the sheets for this, but you will need a timer. Form two teams.



The game is almost the same as described so far: Lay out a 5x5 grid here, too. The first player from team 1 starts. They draw a number card without showing it to the other players. As soon as the presentation begins, the second team starts a timer (we recommend a time limit of two minutes). Only the members of the presenter's team are allowed to guess now.

In the team game, a presentation may be aborted at any time if the guessers do not find a solution. The performer then draws a new number card and tries again.

The guessing team can discuss among themselves. As soon as one of the guessers touches a card, it is considered a guess. Changes are no longer allowed.

The solution is then given immediately.

The presenter turns over their number card. If the guessing team guessed correctly, then they get the figure card. If they guessed wrong, then the card simply stays where it is.

The presenter now draws the next number card and presents it. This procedure continues until the two minutes are up. The presenter can now no longer change their pose, but the team may still attempt to guess the last figure being presented. Fill the grid with new cards.

Now it's the turn of the first player in Team 2. The procedure described above is then repeated. The game ends as soon as each player has had a turn at presenting figures. The team with the most cards wins.

Please note: If there's an odd number of players, either one player on the smaller team must present twice or one player on the larger team doesn't get a turn at presenting.

Team play variations:

- You can adjust the number of guessing rounds and the duration of a round as desired.
- You can also introduce the rule that a card guessed wrongly automatically goes to the other team.

ABOUT THE AUTHOR

Thomas Sing lives in Konstanz beside Lake Constance. His hobbies are mathematics, reading, and naturally also inventing games. While at school, Thomas Sing made it into the Guinness Book of Records for the longest Ludo game. As a game designer, he became renowned for his game "The Crew" for which he was conferred the awards for the "Kennerspiel des Jahres" and "German Game Prize" („Deutscher Spielepreis").



10 Traders GmbH
Waldstraße 10
76344 Eggenstein-Leopoldshafen
Deutschland

Game design: Thomas Sing
Graphic design: Fiore GmbH
Translation: Birgit Irgang

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