

LEG LOS!



BY
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Say it with sticks... and throw in a few disks! Whether it's a snail, a spoon or a skydiver – within seconds, you conjure up little works of art. Somehow, the other players surely will be able to recognize what it's supposed to be... But what happens if your whistle looks more like a vampire? And, in addition, what if the material you just used ends up representing nothing? Stay calm, awaken the minimalist inside yourself and make the best of it!

Got it? Good, then LEG LOS – which means, "Get Started"!

GAME MATERIALS

- 92 image tiles printed on both sides (184 pictures)
- 1 display board

- 1 scoring board
- 1 2-minute sand timer
- 1 track extension (numbers 17 to 20)

4 large disks



8 small disks



7 long sticks



14 short sticks



20 number tiles



60 guessing cubes



OBJECT OF THE GAME

Use sticks and disks to very swiftly "conjure up" recognizable images, but make economical use of your scarce building materials. The other players guess what terms can be inferred from interpreting your images. If you make your designs with fast fingers and make your guesses with alert eyes, nothing stands in the way of victory.

GAME SET-UP

- Place the scoring board in the middle of the table and put the sand timer next to it.
- Each player takes the 10 guessing cubes of one color. Put one of these cubes as a counter on space "0" of the scoring board.
- Sort all image tiles into a few stacks.
- Choose one player as the artist of the first game round. He gets all disks and sticks. Put the well-shuffled number tiles with the values 1 to 16 in a face-down pile next to him. (The numbers 17 to 20 and the corresponding track extension are only needed in the variant for advanced players – see p. 10.)
- If you are the artist, place the display board in front of you, leaving enough space there to lay out the sticks and disks needed for forming "representations of the images."

COURSE OF THE GAME

LAYING OUT IMAGE TILES

When you are the artist, distribute 16 randomly drawn image tiles onto the spaces of the display board. Call out a term for the image shown as you flip each tile. (If there are several fitting terms for an image, use the one that you think best applies to the picture.)

CREATING AND GUESSING IMAGES

Turn over the sand timer; you **remain the artist until it has run out**. Now, you look at the topmost number tile, keep the number shown in mind, and put the tile aside face down! Nobody is allowed to see that number but you. It indicates which image on the display board you have to re-create using sticks and disks so the image is as recognizable as possible. And now: Get started!



The topmost number tile shows the number 15. The image tile on space 15 on the display board shows the racecar.

While you are re-creating the image, the other players try to guess the term of the image your design represents.

Each player has only **one** guess per turn.



BRIDGE ?
~~RACECAR ?~~

If it is wrong, the player concerned may no longer participate in guessing the current term. When it comes to guessing the next (and any subsequent) term, however, all players take part again.

"Racecar" is the correct answer, but this player has already called out "Bridge" and thus used up his guessing attempt. Players who have not yet taken a guess are still allowed to call out "Racecar."

You may take as much time as you want to create a representation. But if you suspect that nobody will guess it, you can end the creating of this representation anytime. You can skip images that you are not willing or able to create a representation of.



Then, turn over the next (top) number tile from the pile and continue with the next representation. Try to re-create (and have the other players figure out) as many images as possible until the sand timer has run through!

You may **not reuse** sticks and disks for other representations that you have used before. Put them aside, along with the number tile you have drawn.



It can happen that you run out of material before the sand timer has run through. In this case, the creating and guessing of the current game round ends immediately. (However, the other players may continue guessing the last created term until the sand timer has run through.)



The sticks and disks the artist has used for the racecar may not be reused for other representations.

AS THE ARTIST...

... you may not speak (until the term has been guessed correctly).

... you may not make sounds or give any mimic, pantomimic or gesticulating hints, and you may not make „revealing moves“ while you are placing sticks and disks.

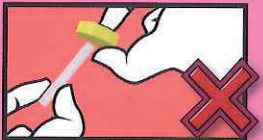
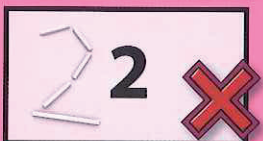
... you may not place anything on or directly next to the display board.

... you may not use your guessing cubes for the representation of the images.

... you may not create any numbers.

... you may not give three-dimensional structures stability by permanently holding on to them, which means sticks and disks have to be laid as "flat" as gravity allows.

... the direction of your look should not give the other players any (deliberate) clues as to which image on the display board you are currently representing.



THE TERM HAS BEEN GUESSED CORRECTLY!

If the term representing the image has been guessed correctly, the artist confirms this and names the player who was the first to announce it. **That player now puts one of his guessing cubes on the respective image tile of the display board.** If several players have called out the correct term at the same time, each of these players puts one of his guessing cubes on the respective tile. A player who has already been able to place all guessing cubes during the current round no longer participates in this round (which ends when the sand timer has run through).

NOW YOU GET VICTORY POINTS

When the sand timer has run through (or all sticks and disks have been used up), players get victory points. Each player marks his points with his counter on the scoring track:

- Each player gets one victory point for each of his own guessing cubes on the display board.
- The artist gets one victory point for every guessing cube on the display board.

A NEW GAME ROUND BEGINS

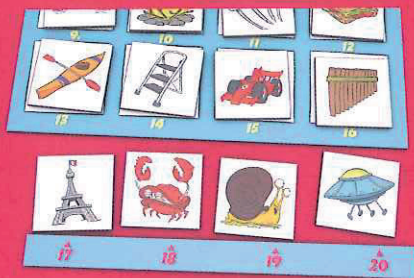
Take your guessing cubes from the display board back into your own supply, clear all image tiles off the display board, and lay out 16 new images. The left neighbor of the previous artist becomes the new artist for the next round.

ENDING AND WINNING THE GAME

The game ends after each player has been the artist once. The player with the most victory points wins the game.

VARIANT FOR ADVANCED PLAYERS

Before you start playing, place the number track extension with the numbers 17 to 20 below the display board. At the beginning of each game round, the artist assigns an image tile to each of these four numbers as well. Now the artist additionally gets the number tiles 17 to 20. Other than that, the course of the game is the same.



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