

GEISTES BLITZ 2.0



The second
fast-as-lightning game
for 2 to 8 bright minds,
8 years and up,
by Jacques Zeimet

Geistesblitz 2.0 is a completely independent game, playable without **Geistesblitz**. **Geistesblitz 2.0**, however, can be combined with **Geistesblitz**. This makes for expanded playing fun, not only for connoisseurs. You find the rules for this combined game on page 7 („**Geistesblitz** meets **Geistesblitz 2.0**“). Have fun with it – and stay clean!

Game Materials

60 cards, 5 items



ghostess



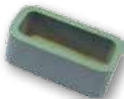
towel



frog



brush



tub



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.

Basic rules: Grab the item!

Course of the Game

The player who was the last to take a bath 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 **original color**, e.g., the blue brush or the red towel.

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

Example: This card shows a gray GHOSTESS and a red BRUSH. But there is no gray ghostess and no red brush. Therefore, you have to grab the (green) frog, because neither the FROG 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. Grabbed items are put back in the middle of the table. Then one of the players turns over the next card (visible to all at the same time), etc.

Additional rules for advanced players:

a) The talking frog!

If the (turned-over) card shows a frog, players **do not grab** the desired item but **shout out** its name.



b) The frog speaks two languages!

- If the frog or the other item on the card is depicted **in its original color**, you shout out the desired item **in a foreign language**.
- If **neither of the two figures is shown in its original color**, you go on shouting out the name of the desired item **in English**.

Geistin



Before you start playing, you agree on the foreign language in which you will shout out. Below you find a list of the items in French, German and Italian. Of course, you can choose any foreign language you want.

c) What has been dried off by the towel?

If the card shows a towel, the following applies:

Whenever a towel is depicted on the turned-over card, you look for **the item in the color of the towel**.

If a frog is involved, you shout out; otherwise, you grab the item.



Examples for playing with all additional rules:

brush

Example: Whoever is the first to shout out "brush" gets the card (towel + frog).



Handtuch

Example: Whoever is the first to shout out "Handtuch" gets the card (towel in original color + frog).



Note! Each player has only **one attempt**. If a player ...

- shouts out, although he should have grabbed, ... or
- grabs, though he should have shouted out, ... or
- grabs an **incorrect item** or shouts out incorrectly, ... or
- grabs an item **and** shouts out an item ...
... he gives up one of his cards (provided he has one).

The player who has grabbed or shouted out the right item gets this card (or these cards) in addition.

If all players are wrong, nobody gets cards. The cards given up, along with the turned-over card, form a „jackpot“ on the table. The next card is revealed. Whoever is the first to grab or shout out the right item now gets the turned-over card plus the cards from the jackpot.

End of the game

The game ends when the card pile has been used up. The player with the most cards wins.

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Note:
playable only
with
Geistesblitz!



Set-up

The items from the **Geistesblitz** game form the "castle cellar". The items from the **Geistesblitz 2.0** game form the "bathroom." Separate the two sets of 5 items and put each into two different circles next to each other in the middle of the table. For a game of normal duration, take approximately half of the card piles from **Geistesblitz** and **Geistesblitz 2.0** and mix them together well. Then form a face-down card pile.

Course of the Game

Reveal one card and place it in the middle between the two circles of items. Basically, all rules of the two games apply. When a card with items of the "castle cellar" comes up, that's where you look for an item. When a card with items in the bathroom appears, you play in the "bathroom."

The card shows ...

- item in original color
- no item in matching color

- book and frog
- frog and matching color

- towel

look for and...

- grab this item
- grab the item that is not depicted and whose color is not depicted
- shout out the item
- shout out the item name in a foreign language
- grab the item in the color of the towel

There is a new rule in the combined game:

Jumping into the other room

If the card shows an **item in its original color**, you do **not** look for this item but for the **same color item in the other room**.

Example: If German has been chosen as the foreign language, the first player to shout "Buch" gets the card. (Frog, original color brush: foreign language and jump into the other room = shout "Buch")

Buch



If the **mouse** is shouted out in German, you have to shout out "**Ratte**" (instead of "Maus") so that the difference between the words in the two languages is clear.



Frosch

Handtuch

Geist

Wanne

Bürste



frog

towel

ghostess

tub

brush



grenouille

serviette

fantôme

baignoire

brosse



rana

asciugamano

fantasma

vasca

spazzola



Geist

Buch

Flasche

Sessel

Maus



ghost

book

bottle

chair

rat



fantôme

livre

bouteille

fauteuil

souris



fantasma

libro

bottiglia

poltrona

topo(lino)