

Game-ED – Fields Of Creativity – Rules of the game

The game can be played with 2-8 people.

Players choose 1 piece from the 8 colored pieces. Each piece in the game is placed on the field corresponding to its own color. The players decide who starts. Players follow each other in a clockwise order during the game.

Each player draws 2 colors from the shuffled color cards without the others seeing it. If they draw their own color, they must draw a new one instead. They write down the two colors drawn. **The goal of the game** is to get from the starting field as quickly as possible to the field of the first and then the second drawn color. The winner is the first person to reach the field of the color drawn second by touching the color drawn first.

In one round, a player can take one step. It is up to you to decide where you go and what road you take. There can only be one piece on a field. It is not possible to enter a field where there is another piece.

A step can be implemented as follows:

- The next player decides which field he wants to move to without telling the others. The given field contains either a concept or a color.
- With the help of the cards, the player tries to formulate the concept (or color) that is on the chosen field by arranging the cards freely on the table.
 - The player can't point, can't speak, can't make sounds that would help the others guess the concept, one can only use the cards to show the concept.
 - Any number of cards can be used, it depends on the player how many object cards and how many relation cards he uses.
 - There is no limit to how the cards are used, how they are arranged in relation to each other. One can place them next to each other, on top of each other, in a circle, rotated, on top of each other, etc.
- When the player is done, he signals it to the next player in line.
- The other player tries to guess which concept (or color) the cards represent.
 - If the guess is right:
 - the player can move his piece to the targeted field,
 - and then the guessing player can move his piece to any field (thus it is in his interest to guess the concept).
 - If the guess is wrong:
 - no one takes a step.

Then the next player in line comes with the option to move.

The game has a move compulsion, that is, when someone takes their turn, they must take a step. During the game, players will not reveal whether they have already passed the color they need to touch to complete the objective.

The game continues until someone reaches the target area by touching the other color drawn at the beginning of the game. Whoever can do this first is the winner of the game.