



English

# Invisible



Age: 6+

Players: 2-10

Playing time: 10-15 minutes

## - THE GOAL OF THE GAME -

This game is really simple. Just draw a card, place it face up in the middle of the table and find what is invisible from the things of the wizard's and the witch's possessions, or even what is the only thing which not invisible!

The player who identifies the missing or present object and hits first the symbol of the thing gets the card, and also a victory point with the card. There are some tricky card too where everything is visible or invisible.

What's Invisible? Be the quickest!

## - CONTENTS -

64 character cards:

- 2×15 cards where only one thing is visible
- 2×15 cards where only one thing is invisible
- 2×1 card where everything is visible
- 2×1 card where everything is invisible

2×3 guide cards

16 tokens of the symbols



character card



guide card



symbol tokens

## - PREPARATION -

Place the 16 tokens showing the card symbols face up forming a rectangle in the middle of the table.



Before starting the game, decide how many characters you want to use.

If you **use one** (it is suggested for beginners) shuffle the deck and form a deck.

If you **use two**, shuffle the cards together to form a larger deck.

Choose a character, shuffle the cards and place the deck near the play area. This will be the draw pile. Place the guide cards next to the draw pile so every player can see them.



Before the first game discuss all the visible and invisible things on the cards with the help of the guide cards.



Let's the game begin!

## - HOW TO PLAY -

The first player draws a card from the pile and places it face up in the middle of the rectangle.



Be the first who spots the visible or invisible object on the card and **tap the symbol of the object you were looking for.**

It is important to touch the token, saying its name out loud will not effect who wins the card.

The first player to touch the right token gets the card.

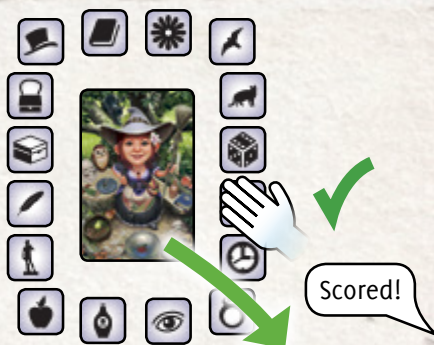


## THE TYPES OF THE CHARACTER CARDS:

1. In case of the cards where **only one thing is invisible** the players need to find that one thing which **cannot be seen on the card**.
2. In case of the cards where **only one thing is visible** the players need to find that one thing which **can be seen on the card**.
3. In case of the cards where everything is visible **every item can be seen**, in case of the cards where everything is invisible **none of the items can be seen**. In both cases the players need to **tap the Invisible (eye) token**.



The player who **taped the correct token** the quickest, *the thing is (in)visible on card*, **gets the card**. The other players could check the card after taped.

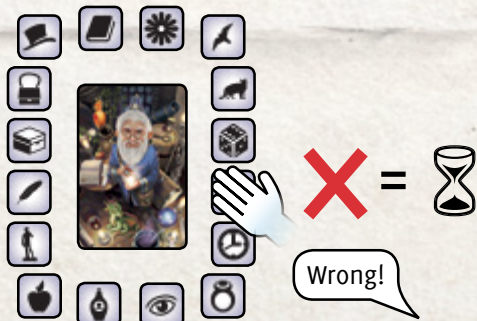


If there are **multiple players tapping the correct token** the same time, the player who **has their finger under the others** gets the card.

Then the card goes to the player placed faced up in front of them.

**IMPORTANT:** Never take the token from the table!

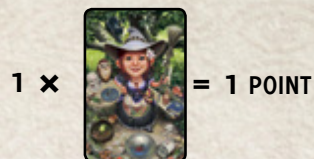
If a player **tapped the wrong token**, *the thing is not (in)visible on card*, that player is **out of this round** and the others get additional time.



If **all the players tap the wrong token** or they cannot decide who **tapped first**, the card should be **shuffled back into the draw pile** and a new card is placed into the rectangle. The player who last drew a card gets to draw and **place a new card head downwards** into the rectangle.

## - SCORES -

The player with the highest score wins the game.



In case of a tie, keep playing additional rounds until a clear winner is found.

## - VARIANT: BURNING THE DECK -

Preparations are the same as the normal game mode with only one exception.

Shuffle the character card deck and **deal every player equal amount of cards facedown**.

Make sure to have at least one card leftover: put this card face up in the middle of the circle.

Now play the game as normal except the reward of the fastest player is to **discard it and replace it with another card** from their hand.



The aim of this version is **to be the first player to discard all their character cards**.

## - VARIANT: THE RISK OF SPEED -

This variant makes the game more exciting and risky. Being the fastest is not enough, you will **have to be correct** as well – otherwise you will lose some of your points.

In this game mode, when the first player smashes the token, **he takes the card whether they were right or not**. However, the others check the result, and **if the player was wrong, then he puts the card face down** in a different deck than from those face up where they were right.

At the end of the game every card with their **faces up worth one point each**, while those with their **faces down worth minus one point each**.

*Be careful! Don't let your own thing get lost during the game!*