

Invisible

AGE: 5+

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 missing from the things of the wizard and the witch, or even what is the only thing there!

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

See what is invisible! Be the quicker!



Shuffle all the cards belonging to the chosen character(s) and place them face down outside the circle. This makes the draw pile. Put next to the draw pile the Guidecard(s) to make every player see them clearly.

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64 Character cards:

2x15 card where only one thing is visible

2x15 cards where only one thing is invisible

2x1 card where everything is visible

2x1 card where everything is invisible

2 Guidecard

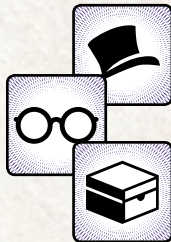
16 Token of the symbols



Character card



Guidecard



Symbol tokens



Before the first game discuss all the visible and invisible things on the cards with the help of the Guidecard(s). Let's the game begin!



- HOW TO PLAY -

One of the players draw a card from the draw pile and place it face up in the middle of the circle. The position of the card does not matter as long as each player can see it clearly.

Be the first who finds and taps the token of the symbol you were looking for.



Before starting to play, decide how many characters you will play out of two. If only one (*for beginners it is suggested*), form a separated deck of them. If you play with two characters, your deck is ready.

It is important to touch the token, saying its name out loud is not enough, and has no affection on the decision of the fastest player.

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 is **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**.



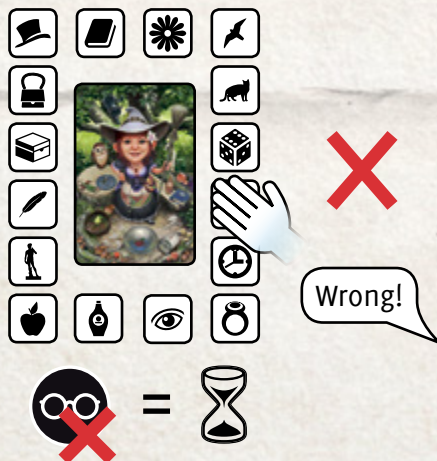
The player who **taped the correct token** the fastest gets the card.

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



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

If the player **tap a wrong token** need to **skip that turn**, other player may get the card.



If it happens to be that **every player tap the wrong token**, put the card back to draw pile, **shuffle it and draw a new card**. The player who gets the last card has the right to draw and put on the new card.

- SCORES -

At the end of the game each player gets one point after every card in front of them. The player with the highest score wins the game. In case of a tie, you may play some additional round until the score gets uneven again.

$$1 \times \text{Invisible card} = 1 \text{ POINT}$$

- 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**, that could not check these cards during the game.

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

Now play the game likewise the basic except of the reward of the fastest player now is not to get the card, you **have to discard it**, but to get the chance to place the next card from their deck to the middle of the table.



The aim of this variant is **to be the first running out of character cards**.

Be careful! Don't let your own thing go missing during the game!

Credit: Norbert Kiss
Graphics: Gyula Pozsgay



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