

Gear Up


a puzzling game for gearheads

1-4
players

60
minutes

12+
min age

COMPONENTS

 72 Double-sided cards
2.5" x 2.5" (63.5 x 63.5 mm)

 Scorepad

OVERVIEW

Gear Up delights gearheads who approach jigsaw puzzles like a competition.

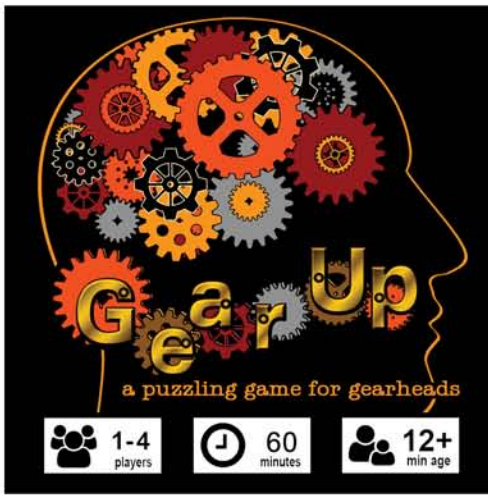
In *Gear Up*, players take turns to draw cards from 2 randomly arranged stacks of cards. To win points, cards are placed adjacent to others to form complete gears whose design elements (shape, size and color) match. Once all cards are used or no one can play a card, the game ends and players tally their points. The player with the most points wins.

Gear Up is a highly replayable pattern recognition game having similar merits of dominoes & jigsaw puzzles. It can be competitively played by individuals or in teams, casually or as a timed challenge. *Gear Up* can be played as a solitaire-like activity by individuals who enjoy forming the most possible gears.



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From the creator of
A Journey With Strange Bedfellows
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IN BOX QUAD-FOLD RULES



Components:

- 72 gear cards
- Instruction booklet

Set up and Play:

1. Shuffle the cards.
2. Place one card in center.
3. Divide the cards into 2 stacks.
3. Each player draws 2 cards.
4. Players count the complete gears formed by their 2 cards. Player with the most gears plays first. (Tied Players draw another card & recount gears.) Discard down to 2 cards to begin play.
5. Players take turns in clockwise order.

Goal: Place cards next to others to form gears whose factors (shape, size, and color) match to win points.

Game ends when all cards have been played or no Player can play. Player with most points, wins.

Scoring: 1 point is won for each matching factor that completes gears. A "perfect" gear's factors match exactly.

Examples:

PERFECT GEARS

1 small & 1 medium perfect gears with all factors matched = 3 points each (6 points total). Locks cards in place & cannot be switched or exchanged.



LARGE GEARS

1 medium & 1 large perfect gears with all factors matched = 3 points each. (6 points total). Immediately discard these 4 cards.



1 medium gear with mismatched shapes but colors match wins 2 points.



1 small & 1 medium gear with non-matched colors but shapes match = 2 points each (4 points total)



EXCHANGE GEARS

Discard 1 played card & replace it with 1 from your hand. Win points from new gear.



SWITCH GEARS

Move 2 cards to other locations. MUST form 2 new gears. Win points from both cards.



Player must have 2 cards to play to do ONE of the following during his/her turn:

1. Play 1 card to form a gear. Add up matching factors (shape, size, & color) for 1 point for each. Record points on scoring sheet. Draw a card from a card stack to end turn.

OR...

2. Exchange 1 card for 1 that has been played to form a new gear. Discard card from "old" gear. Record score & draw new card.

OR...

3. Switch 2 played cards as long as both cards each form a new gear. Record points from both cards.

OR...

4. If Player can't play a card, discard 1 card. Draw a card & play it. Repeat until Player can play.

OR...

5. Play 2 cards to form large gear; discard large gear cards. Record score & draw 2 cards.

OR...

6. If Player can't play & card stacks are gone, Player passes.

End Score Tally - Download and print free tally forms at:

www.a-strange-journey.com/Products.html

Add up each row for a subtotal. Multiply medium gear points by 2; multiply large gear points by 3. Add up subtotals for Grand Total.

Player with most total points, wins.

LENGTH OF PLAY can be adjusted by adjusting how many total cards are used to play. 24 cards per player can result in about an hour-long game.

Suggested number of cards for:

- 2 players = 48 cards
- 3 players = 60 cards
- 4 players = 72 cards

GEAR SHAPES & RELATIVE SIZES

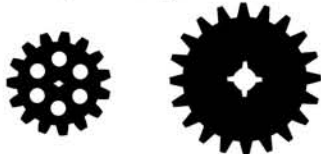
Small gear shapes



Medium sized gear shapes



Large sized gear shapes



Formed by 2 cards

Formed by 4 cards. When completed, immediately discard these 4 cards

Other ways to play:

TIMED PLAY: Divide cards between individual Players or teams of 2. Set a timer for 15 minutes as Players (or teams) race to see how many gears they can make. Player (team) with the most gears, wins.

TEAM PLAY: 4 Players (2 Players per team) sit across from each other taking alternate turns to complete gears.

SOLITAIRE: Individual Player can play casually or timed to form as many gears as possible.



Now... Look at all the other fun things at...



Graphic Novel



Strange Journey Board Game



Audio Drama



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AMAZING BENEFITS OF SOLVING JIGSAW PUZZLES

Solving jigsaw puzzles can benefit us all from the young to the elderly as they exercise and help to **train, exercise and maintain healthy brain function.**

Solving jigsaw puzzles improves abilities needed within many aspects of our lives as they help to **increase innovation, improve problem-solving and promote adaptability.**

Improved Memory

Reinforces existing connections between our brain cells.

Improves mental speed and thought processes.

Improves short-term memory which helps us remember shapes and colors

Helps us to visualize the “bigger picture” (the end goal) to figure out which pieces will fit together.

Better Problem-Solving

Increases the ability to creatively solve problems and to think critically which has great benefit both in the classroom and workforce.

Exercises our ability to take different approaches to solve problems by trial and error.

Reinforces the value of formulating theories, testing hypotheses, and changing our perspective when something doesn't work out as expected.

Improved Visual-Spatial Reasoning

When solving a jigsaw puzzle, we must look at different pieces to determine where they fit within the larger picture. Doing this regularly improves our visual-spatial reasoning.

Better visual-spatial skills help with everyday tasks, including:

Organizing thoughts in order to think logically

Rapidly adapting to new situations

Driving a car (parking, switching lanes, etc.)

Packing; deciding how items can fit in boxes, suitcases, or the trunks of our cars

Using a map

Visual-spatial ability is important for...

Architects

Engineers

Chemists

Artists

Surgeons

...any career field where problem-solving is valued.

Play GEAR UP for a fun and entertaining way to help support, maintain and train your brain!!

www.a-strange-journey.com

