

GEAR UP

Game play rules and score sheets

Print page 1, turn paper over then print page 2 on reverse. Carefully cut out play rule instructions and fold on the 3 vertical fold lines to form an accordion style booklet whose pages can be viewed in correct order.

Don't be a stranger... Just be strange!
(uniquely creative)



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LENGTH OF PLAY can be adjusted by varying the number of cards used in play.

Suggested number of cards for:

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

Other ways to play:

TIMED PLAY: Divide cards between Players or Teams of 2 players. Set timer for 3 - 15 minutes. Players (or Teams) race to form as many gears as they can. All cards are moveable; none are locked or removed. Player / Team with the most points wins.

TEAM PLAY: 4 Players (2 Players per team) sit across from each other taking turns to complete gears. Team with the most points wins.

SOLITAIRE: Play casually or timed to form as many gears as possible

GEAR SHAPES & RELATIVE SIZES

Small gear shapes



Medium sized gear shapes



Large sized gear shapes



Formed by 2 cards

Formed by 4 cards. Once formed, these cards are immediately removed from play



SET UP:

1. Shuffle cards. Includes 72 double-sided cards & Play instructions booklet
2. Divide the cards into 2 stacks.
3. Each player draws 2 cards from any stack.
4. Players count ALL the perfect gears they can form using these 2 cards (both sides). Player with the most gears plays first. (Tied Players draw another card & recount gears.)
5. Players discard all cards to bottom of stacks.
6. To begin game, first Player places one random card from any stack in center of play area, draws 2 cards from any stack and plays their turn.
7. Players take turns in clockwise order, drawing 2 cards from any stack to begin their turn.

SCORING SHEETS

Cut out to make 2 double-sided scoring sheets



Size	GEARS		Multiply by	SUB TOTALS
SMALL		Round 1	x1	
		Round 2		
		Round 3		
MEDIUM		Round 1	x2	
		Round 2		
		Round 3		
LARGE		Round 1	x3	
		Round 2		
		Round 3		
	PERFECT GEAR BONUS		x5	

GAME PLAY DETAILS

Solitaire Individual Team

GRAND TOTAL

Timed Play: _____ Minutes

of Players: _____ Date: _____

of Cards: _____ Name: _____



Size	GEARS		Multiply by	SUB TOTALS
SMALL		Round 1	x1	
		Round 2		
		Round 3		
MEDIUM		Round 1	x2	
		Round 2		
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LARGE		Round 1	x3	
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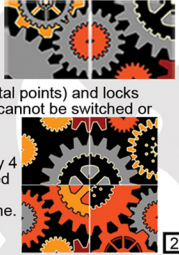
Goal: Place cards next to others to form complete gears whose shapes, sizes and / or colors match to earn points. With all placements, any edges that touch must have at least 1 matched element.

Scoring: 1 point is earned for each matched element. A "perfect" gear's elements match exactly.

Examples:

PERFECT GEARS

1 small & 1 medium perfect gear each earn 3 points + 1 bonus point (8 total points) and locks those cards in place which cannot be switched or exchanged in future play.



LARGE GEARS formed by 4 cards. Record points earned then immediately remove these 4 cards from the game.

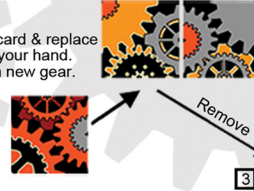
Medium size gear formed with matching colors & size but non-matching shapes earns 2 points.



1 small & 1 medium gear with non-matching colors but matching shapes earns 2 points each (4 total points).

EXCHANGE

Remove 1 played card & replace it with 1 card from your hand. Record points from new gear. Draw 1 card.



SWITCH

Move any card to another location to form new gears. Earn points from new gears formed.



During your turn, do one of the following:

1. Play 1 card to form a gear. Record points & draw a card. Turn ends. OR...
2. Replace 1 card for 1 that has been played to form new gear; remove "old" gear card from game, record points & draw a card. Turn ends. OR...
3. Switch 2 played cards (as long as both cards each form a new gear). Record points from both cards. Turn ends. OR...
4. Play 2 cards to form large gear. Record score, remove the (4) large gear cards from game & draw 2 cards. Turn ends. OR...
5. Demonstrate you cannot play, discard 1 card into deck then draw new card & play it. Turn ends. OR...

6. Demonstrate you cannot play when card stacks are depleted; pass your turn until you can play.

GAME ENDS when no Player can play, there are no more cards in stacks, or time is up.

End Score Tally: Multiply medium gear points by 2; large gear points by 3; perfect gear points by 5. Add up subtotals for Grand Total. Player with most points wins. (Download free printable score sheets from website below.)

Now...

Look at all the other fun things at...



www.a-strange-journey.com

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SMALL		Round 1	x1	
		Round 2		
		Round 3		
MEDIUM		Round 1	x2	
		Round 2		
		Round 3		
LARGE	2 CARDS 4 CARDS	Round 1	x3	
		Round 2		
		Round 3		
	PERFECT GEAR BONUS		x5	

GAME PLAY DETAILS

Solitaire Individual Team **GRAND TOTAL**
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 # of Players: _____ Date: _____
 # of Cards: _____ Name: _____



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