

Guess How

1-4 players

Tick when you win

Aim: Complete all four missions. This is a cooperative game. All players work together to try to beat the game.

- Mission 1:** Get all four pawns to their home corner.
- Mission 2:** Get all four pawns to their home corner having visited all ★ squares.
- Mission 3:** Get all four pawns to their home corner having visited all squares on at least 1 row and 1 column.
- Mission 4:** Get all four pawns to their home corner having visited all 24 central squares.

Start with Mission 1. Complete each mission successfully before moving to the next. The board permanently changes after each game.

You will need a permanent marker pen.

Set up:

- On your first play, cut out the *pawns* and *feature tiles*.
- Shuffle the feature tiles and place them face down in a stack. Reveal the top four tiles and put them in a line next to the stack. This is the card line.
- Place the four pawns in the four central spaces with the matching border colours.



How to play:

On your turn, select one of the four pawns to move. You may move 1 or 2 spaces in a straight line. The pawn must end on a square that shares a feature with the feature on the card in position 1 or 2 of the card line. Remove the feature tile and place it face down on the square your pawn started on this turn. Move the remaining tiles along the card line, filling up the empty space. Draw another tile and put it next to the stack in position 4.

If you cannot or choose not to take a move, you may discard one attribute card and place it to the side of the board next to the discard labels.

Game End:

The game ends when either:

- All pawns are in their home corners. This is a WIN.
- Three feature cards have been discarded. This is a LOSS.

If you WIN a mission, you may move to the next mission. But you must take impediments. If you LOSE you try your mission again and add some improvements.

Improvements: When you LOSE - add one improvement for each pawn which didn't reach its home corner up to a maximum of 3. For example, if one pawn made it home and the other three didn't, you take three improvements.

Impediments: When you WIN - add one impediment for each unused discard space. For example if you discarded two tiles during the game, you have one unused discard space, so you take one impediment.

You may select whichever improvements and impediments you wish, but you may not select more than one of the same type. Each improvement or impediment is drawn directly onto a separate imp on the board in permanent marker.

In future games, when a pawn lands on a square containing an improvement the improvement is activated. When a pawn lands on the shoes impediment, this impediment is activated.