

## HI AND WELCOME!

**PRINT&PAPER:** best on white paper, size A4 or Letter, portrait format, black or colour.  
**TIP:** print or stick all the necessary parts on thicker paper or cardboard!

### CHECKLIST 'GEOneo': (contents for 2-4 players)

- checklist & game rules (2 pages)
  - game board (1 page)
  - pieces and spare-pieces (1 page)
  - cards and spare-cards (3 pages)
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- Cut out the **game board, pieces** (18 white, 18 black, 18 red resp. grey when printing black) and **cards** (36 cards: with 6 times numbers 1-6).
  - You also need **paper & pen** to list the scored points.

## GEOneo rules and course of the game:

By choosing the right cards and placing your pieces on the board, you try to form many and/or large geometrical shapes: straight lines, rectangles, squares and triangles.  
Then you score points for them when 'clearing away' from the board!

## STARTING THE GAME

### PIECES:

- 2 players: each player receives 18 pieces of one colour.
- 3 players: each player receives 12 pieces of one colour.
- 4 players: form 2 teams ! The 2 players sitting opposite to each other are a team.  
Each player receives 9 pieces. The „teampartners“ must have the same colour.  
The teampartners may not discuss or confer their moves during the whole game!

### CARDS:

- Chose a startplayer. The startplayer shuffles and deals the cards: Each player receives 9 cards.
- Hold cards so other players cannot see them. (not even the teampartner!)
- 2 or 3 players: place the rest of the cards face down as a pile on the table.

## PLAY CARDS AND PLACE PIECES

### CHOOSE CARDS and 'calculate' a field:

Clockwise, players chose and play a card – each time: you **add or subtract** your card number to/from the previous number/result! When everyone played a card – the 'final result' is important for the next player: place one of your pieces on a field on the board with the number of the final result!

#### Details:

- The startplayer plays one of his cards and places it face up on the table.
- The next player (clockwise) plays one of his cards and chooses whether to add or subtract the number of his card to/from the previous card.
- If you add: place the card vertically in front of you. (face up)
- If you subtract: place the card horizontally.
- 3 or 4 players: next player plays a card, chooses to add or subtract to/from the previous result ...

!!! The 'intermediate results' may not be less than 0 or more than 6 !!! The final result may not be 0 !!!  
If no calculation is possible (e.g. the result is below 0 or above 6 but you have no other suitable number in your cards): take any card and put it away to the other played cards.

When everyone played a card, the next player (= the one who played the first card):  
places one of his pieces on a field with the **number of the final result!**

**PLACING YOUR PIECES – YOU TRY:**

to form many and/or long straight lines, large rectangles, squares and triangles with a right angle or to frustrate your opponents ;-).

The colours of your pieces must be in **CORNERS/ENDS** to form the shape. (see figures below)

Additional rules:

- When there is no more free space with your number: the previous player (to the right) places his piece on a field with the number of the (intermediate) result before he played his card!
- 3 or 4 players: if that number is also not possible – same process until a player is able to place a piece.
- If possible, you have to place your piece! (you may not 'waive').
- 4 players: If a player has no more pieces, he may place a piece of his teampartner!
- If no one can place a piece: put away a card and play another round.

After placing a piece: put all played cards away. Next round: the player left to the startplayer is the new startplayer: play cards – calculate – place piece...

When all cards were played: shuffle and deal out again (9 cards for each player).

**This part of the game is over, when a player (or a team) has placed all pieces on the board!**

**CLEARING AWAY:**

The one who placed his last piece (the team's last piece), starts with „clearing away“. Continue clockwise (3 or 4 players) – continue in turns (2 players).

**1) Chose a LINE, SQUARE, RECTANGLE or TRIANGLE of your colour and show it to THE OTHER PLAYERS :**

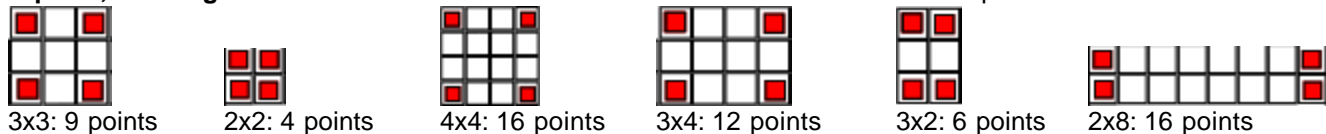
- All 'cornerfields' of the shape have to be your colour!
- It doesn't matter if the other fields within the shape are empty, your own or the opponent's colour!
- Possible shapes: straight line, square, rectangle and triangle (triangles only if they have a right angle!)

**2) POINTS: after you have chosen a shape, write down your score:**

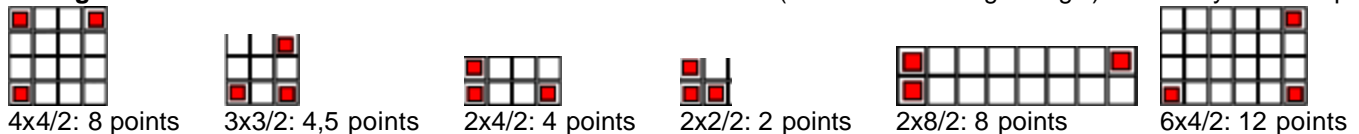
**Straight Line:** all fields from the 'start' to the 'end' of the line! Examples:



**Square, Rectangle:** fields from one side TIMES fields from the second side! Examples:



**Triangle:** fields from one side TIMES fields from the second side (which form the right angle) divided by 2! Examples:

**3) REMOVE CORNERPIECES:**

**remove the cornerpieces from your chosen shape!**

(Line: 2 pieces, Triangle: 3 pieces, Square/Rectangle: 4 pieces)

Be careful which other or better forms would be possible with certain pieces!!!





































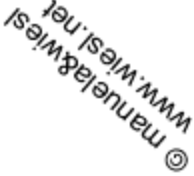



Clear away and write down scores in turns, until there are no more shapes to find.

(If a player/team cannot find any more shapes, the other player/s continue with clearing away)

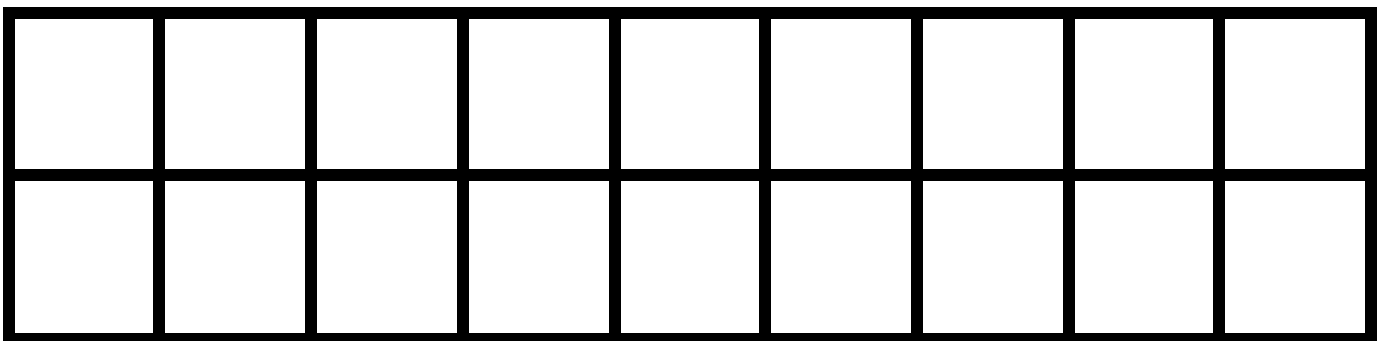
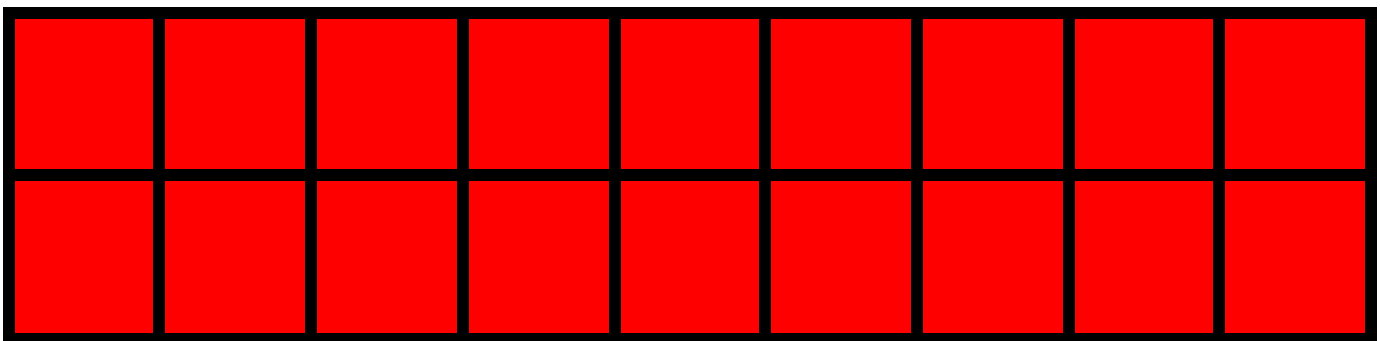
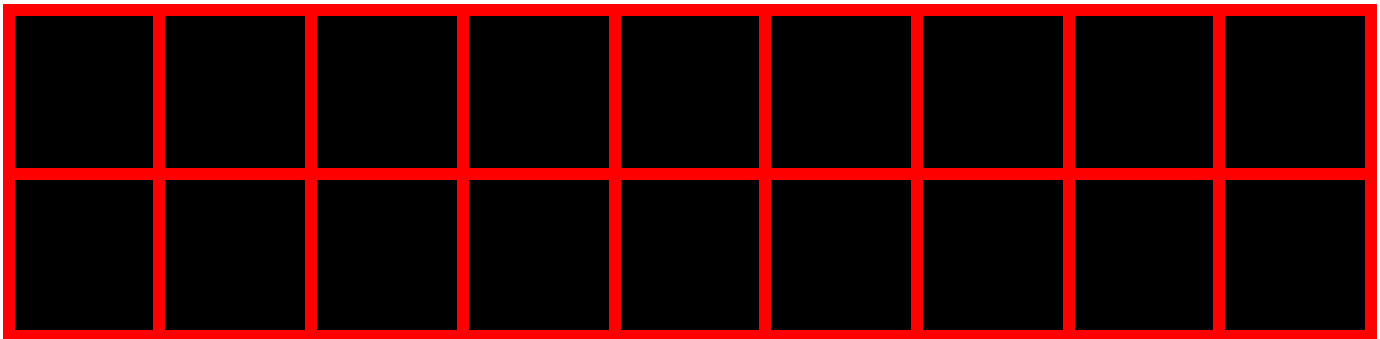
At the end: add up your points.

**WINNER = the player/team with the most points!**

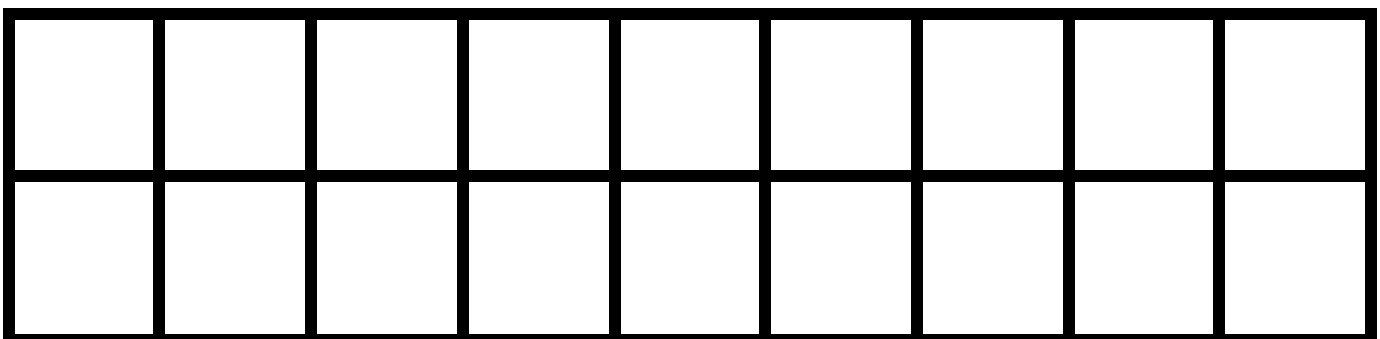
gameboard

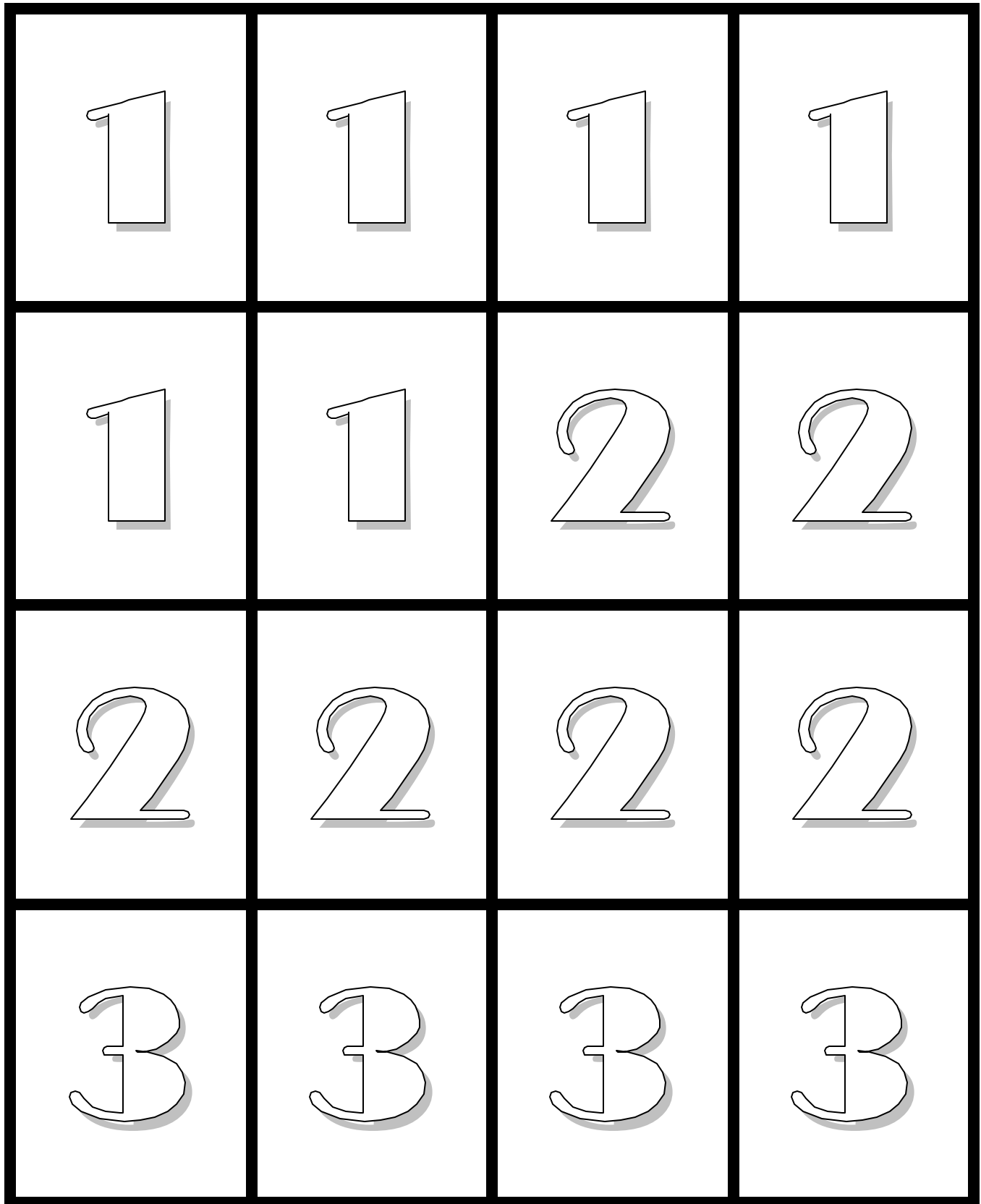
**pieces**



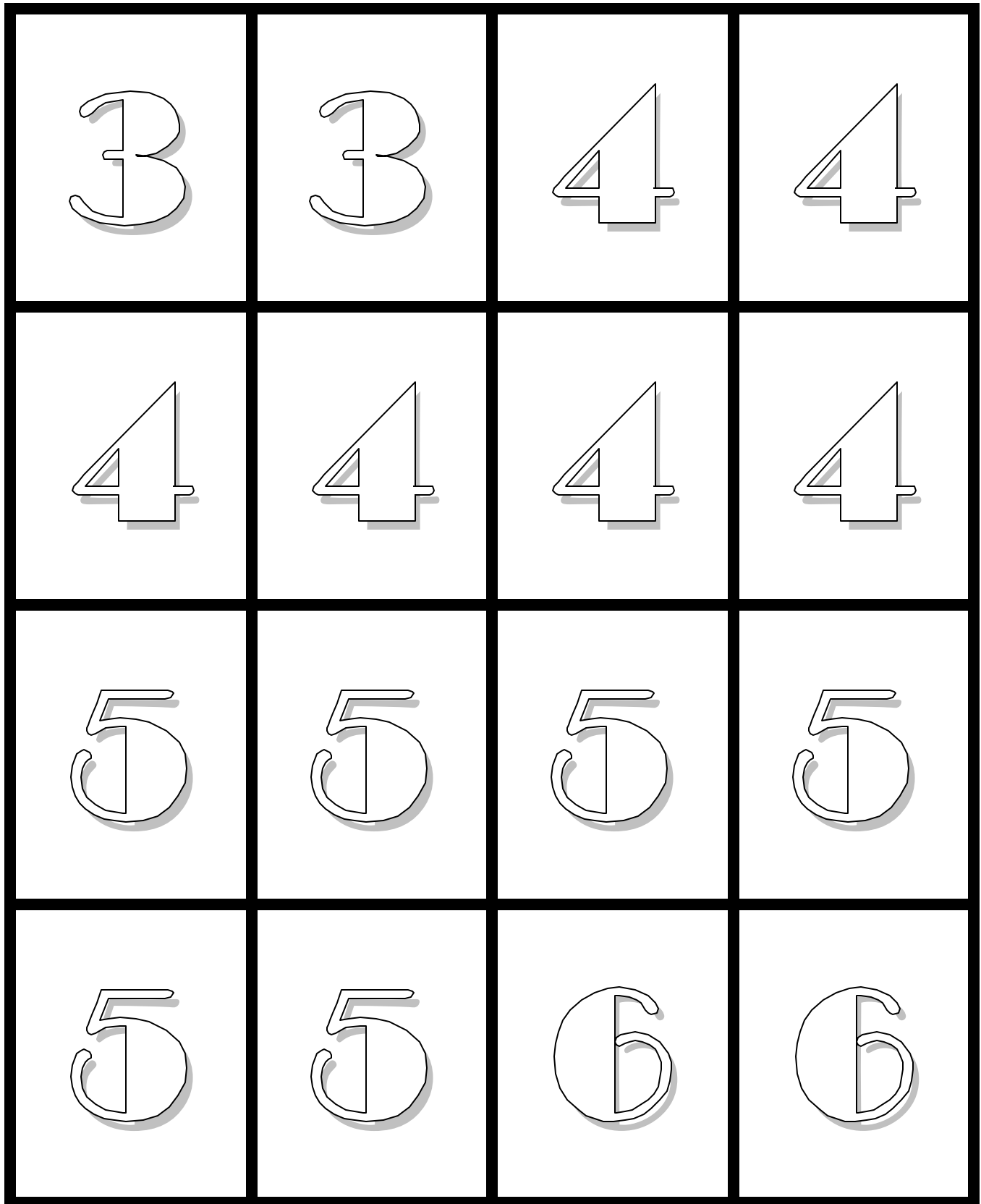
**spare-pieces**



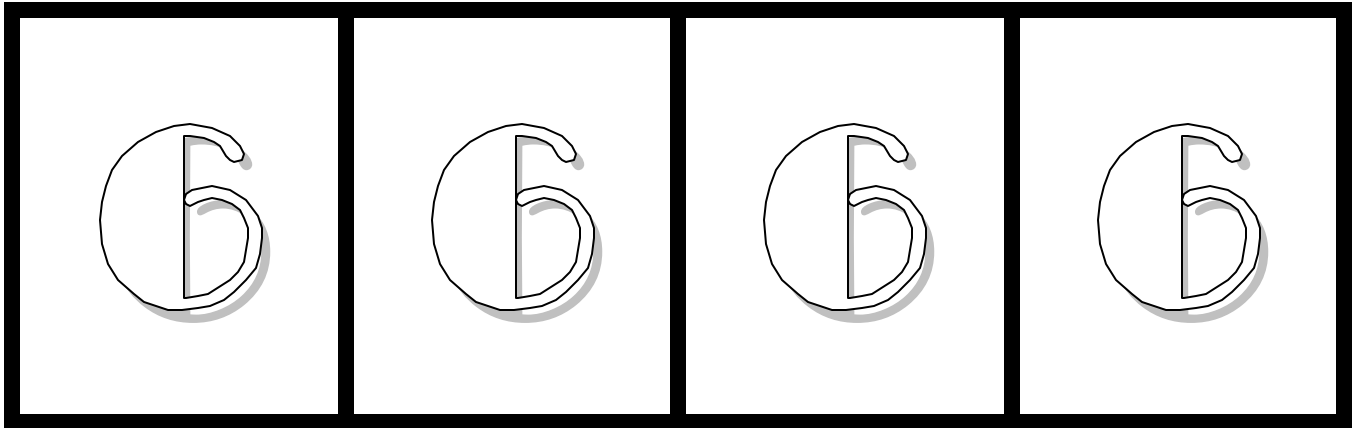
cards



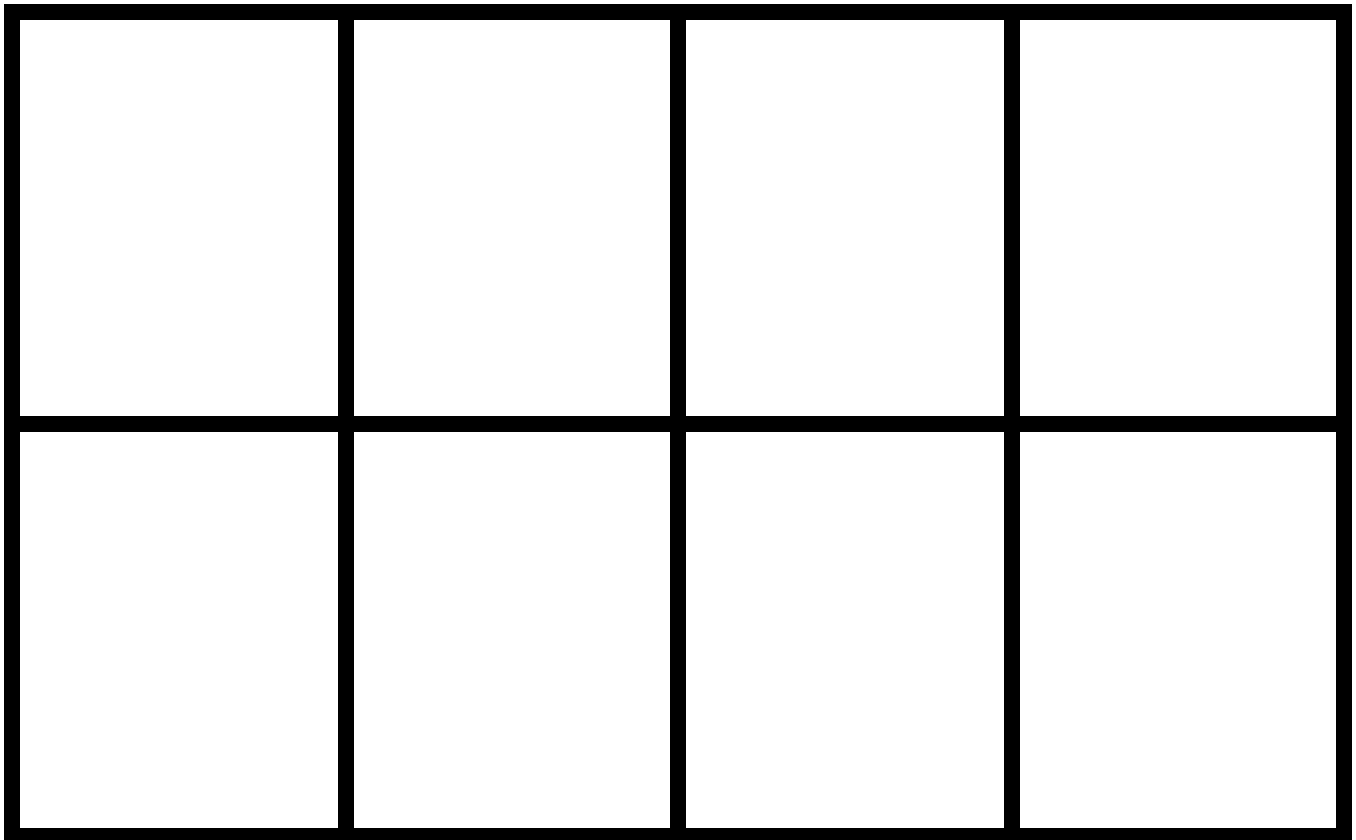
cards



**cards**



**spare-cards**



**FINISHED! Thank you for using our services. HAVE FUN!**