



It doesn't matter what you are explaining and looking for. The only matters is how it looks and where is it hidden!

HOW TO PLAY TUBA?

1. There is a field before each player. Fragments of this picture are made on cards.

2. Players in course with take cards with tasks and explain to others that they somehow thought through.

3. The person who explain throws a dice and takes a card. Which fragment needs to be explained and in what way depends on what result fell on the dice.

4. All other players must understand what the explanatory means, and find this fragment in the picture.

5. Find the answer? Then grab rather wooden TUBA! Only with it can a player can show his answer in the picture.

6. If the answer is correct, the guesser goes forward clockwise 1 square. If not, the player's chip goes backwards.

PREPARING FOR THE GAME

1. Hand out the playing fields

Select a field, on which you will play right now. For example, field number 1. Hand out the copies of this field - one on two or three players. Hide the remaining fields.

2. Draw cards with tasks

Take 10 cards that relate to the selected field. The name and number of the field are indicated on the card shirts. Put them in the center of the table face down. Remove the rest of the cards in the box.

3. Install TUBA

Place a wooden cylinder in the center so that each player can quickly get it.

4. Choose finish

Option 1. Install the finish on any digit of the treadmill. The one who first gets to the set mark will win.

Option 2. Set the time of the party - for example, 30 minutes. Who in the allotted time will run farther than anyone, he will win.



5. Forward!

Put the chips on the treadmill - on the figure "1".

Choose yourself who will walk and first roll the dice and draw a map with the task.

RULES OF THE GAME

Your turn: the choice of tasks

Roll the dice, take the card. Find the task on the card that corresponds to the number drawn on the dice.

** If this task has already been met before, do not change the map, but take the next task from the same map and execute it in the manner indicated on the map.*

Ways of explanation

⊙ Blitz

Say nothing. The explaining puts the card on the table, the other players are looking for the specified fragment at a speed.

⊙ Picture

The explaining should draw the thought. You can not write letters and numbers.

⊙ Gestures

Show gestures of the fragment. You can use the working tools, but you can not make sounds.

⊙ Eyewitness

All players remove fields and take out pencils. The person explaining with words and gestures explains what exactly is drawn on the card, and the other players draw from his words. At the command of explaining the players open the field. Their task is to find the object on the field, focusing on their drawings.

⊙ Tuba

Selected fragment should be explained by words. At the same time, nouns cannot be pronounced, except for "TUBA" (if the object is inanimate) or "being" (animated). It is impossible to describe with the help of one-root words (for example, "door" to explain "door thing").

** For each use of a noun the player moves back one cell. The explanation should be continued.*

⊙ YES / NO

Players look at the playing field and ask questions, explaining answers only "YES" or "NO".



IMPORTANT:

It is forbidden for an explaining person to pry on the playing field and find out what it looks like, what it explains. You can only use the card with the task.
The exception is the Blitz task.
You can not show the card to other players.

Success and fail of explaining person

If the explaining has successfully coped with the task (the fragment is guessed), then his chip stands still.

The explaining is fined (his chip goes 1 step back) in the following cases:

1. In the course of his explanation, were offered more than 3 incorrect answers. Guessing can be continued.
2. Guesses surrendered after 2 wrong answers.

Rules for guessing and grabbing TUBA

The guessing player may offer alternative responses, the player must simply poke a finger at the picture or name the cell coordinates aloud.

The player who grabs the TUBA has no more than 3 seconds to show the correct answer. Otherwise, the player's chip goes 1 square back and the guessing continues.

If the answer is incorrect:

- TUBA returns to the place
- those who made a mistake, pushes his chip back (counterclockwise),
- continues thinking.

If the answer is incorrect:

- TUBA returns to the place
- the one who made the mistake pushes the piece back (counterclockwise),
- continues thinking.

* The player who made a mistake has the right to offer new options. The player who made three mistakes stops guessing the next task.

GAME BY TEAMS

(test mode)

If there are more than 7 people, try playing with teams



With timer

Break down into 2 teams. Players explain the thought to their team. For the search of solution can be allotted from 1 to 1.5 minutes.

Use the timer in your smartphone. If the team managed to name the correct answer, its chip goes forward. If not, it stands still. While one team guesses the word, the second cannot look at the playing field.



Fighting for TUBE

One player is explaining, but player of both teams can guess and catch the TUBE. Mistakes and fortunes of separate players score as a result of corresponding team.

NET COORDINATE



On each field there is a grid of coordinates: letters horizontally, numbers vertically. The coordinates will be useful to determine exactly where the correct answer is. Find the intersection of the column (letter) and the line (numbers). In this cage - what you were looking for!



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How to continue the life of the playing field

On each field 60 tasks are hidden. This is enough for about 3 games or 2-3 hours of play without stopping.

It is recommended to change the playing fields every 60 minutes or after completing 20-30 tasks and return to them no sooner than you will guess all the other fields.

TIPS

Point at your fingers or with a help of symbols, how many words you explain and that they are.