

The Adventure CLUB

A cooperative game of association

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Have you ever fought a shark with an iron and a lipstick? Or created a diversion with a disco ball and chewing gum? No? Then it's high time you did! Welcome to the ADVENTURE CLUB. Together, you will experience hair-raising adventures and get each other out of many a tight spot with crazy ideas. All you need is ingenuity, logic and a healthy dose of madness.

Contents

110 object cards	1 erasable pen (with eraser)
1 board	1 hourglass (30 sec.)
1 adventurer piece	1 book of adventures
3 guess counters	1 game manual
1 notepad board	

Aim of the game

Your objective is to go on exciting adventures together by finding unusual solutions that the others have to guess. Good luck!

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Preparation

- Place the board in the centre of the table. A
- Place the 3 counters (B) on the squares marked and place the adventurer piece on the square marked 1. C
- Shuffle the object cards and deal 10 cards face down to each person. This is your hand. Put the remaining cards face-down in a draw pile next to the board. D

Important: You must not talk about the objects in your hand at any point!

- Choose any adventure from the Book of Adventures (E) and designate a person to receive the book. The next person clockwise takes the notepad board and pen. F
- Get the hourglass ready. G



Structure of the adventures

The *Book of Adventures* contains 12 adventures to complete. Each of the adventures is divided into 5 chapters and an epilogue, with each chapter concluding with a task. You can only continue to the next chapter once you have successfully completed the task at hand.

Some tasks are marked with the hourglass symbol [⌚]. This means that you need to use the hourglass and solve part of the task within the set time.

Example:

Task #4

How will you catch the elusive rat Carrie as quietly as possible?



Rules

One game covers one selected adventure and consists of several rounds. Each round is as follows:

1. Read out chapter
2. Select objects
3. Solve task
4. End round

1. Read out chapter

The player with the *Book of Adventures* reads the first chapter and task **out loud** to everyone.

2. Select objects

Now it's the turn of next player to their left. From their hand, the second player selects:

- exactly **2 objects** that they believe will be **most useful** for solving the task. The player notes down the two objects on the tablet with the erasable pen and places the tablet face-down in front of them.
- a further **3 objects** that they believe will be **least useful** for solving the task.

They then shuffle all 5 cards selected and place them face-up in the middle of the table.

Example:

Task #3

How will you defend yourselves against the attack by wild monkeys?



Important: If the task is marked with the hourglass symbol [🕒], you only have **30 seconds** to select the objects. You can note down the objects and reveal the cards after the thirty-second window. If you fail to make a choice within the allotted time, the task is considered unsolved (see 3. *Solve task – wrong*)

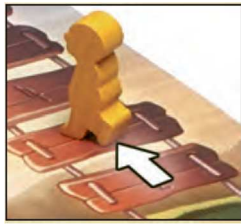
3. Solve task

Now **everyone else** tries to **guess** the 2 objects noted down on the notepad board. The other players can now debate and discuss the possible answers – the player who chose **cannot** take part in the discussion or give any hints.

Once you have agreed on 2 items, turn the notepad board over and check your decision.

RIGHT:

If you have guessed **both** objects correctly, you have **solved the task** and are allowed to move up a rung. Well done!



WRONG:

If you have **not** guessed **any** objects or have **only** guessed **one**, you have **not solved the task** and must **hand over a guess counter**. Return the counter to the box. You cannot move on to the next chapter yet. Decide **which of you** is to take on the **same** task again. *Important:* You still cannot talk about what objects you have in your hand.

Once you are all agreed, you hand the pen and the notepad board to the person selected and the game continues as described in 2.

N.B.: If you cannot agree on who is to choose the objects, the next person to the original player's left takes a turn.

4. End round

Continue playing until you have

- **solved the task** or
- returned the **last guess counter** to the box. In this case, you have lost the game (see *End of the game*)

Once you have solved the task, everyone replenishes their hand from the draw pile so they have 10 cards each again. All cards played go into a discard pile. The *Book of Adventures* is passed to the next person to the previous player's left, and they read out the next chapter.

Example of a round:

Agatha reads out a chapter that ends with the following task:

"How will you decode the cipher on Pharaoh's tomb?" It is Edgar's turn to choose the objects. He looks at his hand and chooses the vacuum cleaner (to clear the dust from the tomb) and matches (so that you can read the inscription in the dark).

He notes down the two items on the notepad board, keeping it hidden from the others. He then chooses the spring, cheese and bowling ball from his hand as he believes these items are the least useful. He shuffles the 5 cards face-down and then lays them out face-up for everyone to see. After a brief discussion, the others agree on matches and the spring (to scrape away the dirt). The task has not been solved, because only one of the two items has been guessed correctly. One guess counter has to go. For the next attempt, everyone agrees that Alfred should choose the objects.

The end of the game

There are two ways the game can end.

Three wrong guesses:

If there are no more guess counters left on the board (three incorrect guesses), you have **lost** the game. But don't worry – you can try again straight away!

Fifth task solved:

If your piece has reached the top rung of the rope ladder, you have successfully **completed** your adventure. Congratulations! You can now read out the epilogue to the adventure and give each other a deserved pat on the back. You are a talented bunch, and a credit to the ADVENTURE CLUB. Ready to embark on your next adventure?

Tips

- Try to find original but more or less reasonable objects to solve a task.
- There are no pre-prepared solutions in this game. It is up to you to come up with solutions using the object cards in your hand, which the others then have to guess.

- When choosing the two cards to be guessed, always think of a possible **combination** of objects that the others might consider a solution. A *salami* and a *fishing rod* could be a great way to distract a shark, for example. Likewise, a *cushion* and a *bottle of rum* might create a romantic atmosphere.

Are the adventures too easy for you?

You can adjust the level of difficulty with simple changes to the rules:

- The person whose turn it is to choose the two objects selects them as described and writes them down on the notepad board. They then take the **further 3 cards** that are least useful for solving the task from the draw pile instead of choosing them from their hand. All 5 cards are shuffled and placed face-up as described.
- You each start with only **9 cards** in your hand. Each time you lose a guess counter, you must also discard a card from your hand. *Example:* If you lose two counters, you will only have 7 cards left in your hand.

If you have any questions or suggestions about "The Adventure Club", please contact us at:
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Not suitable for children under 36 months.
Contains small parts.
Danger of suffocation.
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