

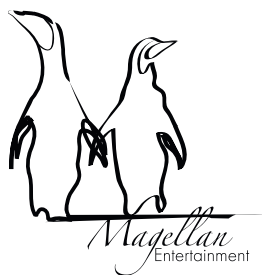


МОСИГРА

Крупнейшая в Европе сеть
магазинов настольных игр.

Магазины в РФ, РБ,
Украине, Казахстане.

mosigra.ru



Магеллан — российский
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About the game

In this 6-player game, one player takes on the role of an Athlete giving a tricky interview to three Journalists. However, the Athlete is exhausted after a hard training session and is fed up with all the interviews, wanting to get rid of the Journalists as soon as possible. The other two players are Coaches who stand behind the Journalists and make motions, helping the Athlete decide what to say. The Journalists have to guess what topics the athlete is talking about.

Contents:

- **6 Character cards:** 3 Journalists. (in different colors), 1 Athlete and 2 Coaches.



- **6 Topic cards** (two of each Journalist color).



- **94 Phrase cards.**



- **3 Marker pens** (for Journalists).
- **Rulebook**, whose hands for some reason are not yours.

Goal of the game:

Over a course of 6 rounds, each player will score points based on how well they do at their current role. The player with the most points at the end of the game is the winner.

Game setup:

1. Each player draws randomly one Character card.
2. All players now take their places. Journalists sit opposite the Athlete. The Coaches stand behind the Journalists so that Journalists do not see them at all but the Athlete does.
3. Each Journalist takes the Topic cards of their color, and a marker pen.



Gameplay:

The Coaches shuffle the Phrase deck and take one card at random. They both look at it without showing it to the other players. Each Phrase card contains two topics, and a more specific phrase for each topic. Not saying anything, the Coaches must agree which one of them will do which phrase (they cannot choose the same).



The Athlete then starts a 1-minute timer, and the Coaches begin to motion their own phrases, keeping silent at all times. They are trying to get the Athlete to say their phrase out loud.

Meanwhile, the Journalists should be asking questions of the Athlete, as if they were conducting an interview. They should take it in turns to ask questions and not interrupt each other. The Athlete should try to answer these questions, as if he or she were being interviewed. The Athlete may add something else to these descriptions and interpret the Coaches' motions however they want.



While asking questions, each Journalist is also trying to work out what two topics the Coaches are describing to the Athlete. Each Journalist has 2 Topic cards, each containing the full list of all possible topics. When they think they have worked out which topics a Coach is describing, they should mark their card and place it face down on the table,



A pile of Topic cards



forming a pile of face-down Topic cards. Only one Topic should be marked on each card.

When the time is up, there should be one pile with all the Topic cards face down. The idea is for the Journalists to guess the right topics before the other Journalists.

We suggest you play your first game without scoring, just to get used to the rules.

Individual Scoring

- Each player scores points depending on their role.
- The Athlete is trying to say the exact Phrase that each of the Coaches is trying to describe. For each one he or she correctly says, the Athlete scores 3 points. If however, the Athlete only says one of the words, they only get one 1 point. If they say two of the words, they get 2 points.
- For example: the Phrase is "Energy Drink". If the Athlete says the word "Energy", they get

1 point. If they also say the word “Drink”, they get an extra point. If however, they say them in the correct order: “Energy Drink”, that is the exact Phrase, so they get 3 points instead.



- The Athlete can get a maximum of 6 points.
- The Coaches are trying to get the Athlete to say their Phrase. the scoring rules are similar to the Athlete scoring, and the Coach gets 1, 2, or 3 points, depending on what the Athlete says.
- Each Coach can get a maximum of 3 points.
- The Journalists are trying to work out what the topics are (not the actual Phrase). They must try to do this as quickly as they can by marking their Topic card and placing it face down on the table. When the round is over, flip over the entire pile of Topic cards, so that the one that was face-down on the bottom is now face-up on top.
- There are only 2 points available for all Journalists (1 point per topic). Look at the top card (the one that was on the bottom of the pile before you flipped them over). If it shows the correct Topic (either of them), that Journalist scores 1 point. If it is



the wrong Topic, discard the card. Go through all the Topic cards, with the Journalist who first guesses each Topic correctly scoring 1 point. Incorrect guesses, and correct guesses that were not the first do not score any points.



For example: the two Topics are “Health” and “Foul Play”.

1. The first card is from the Yellow Journalist and “Sports” is marked. This is incorrect.
2. The next card is from the Blue Journalist and says “Health”. This is correct, and the Blue Journalist scores 1 point.
3. The third card is from the Yellow Journalist who marked “Health”. This is correct, but the Blue Journalist has already scored a point for this Topic, so the Yellow player scores nothing.
4. The next card is from the Green Journalist who said “Housekeeping”. This is wrong. No points for Green.
5. The fifth card is also from Green who marked “Foul Play”. This is correct, and is the first correct guess of this Topic, so the Green Journalist scores 1 point.
6. The final card is from the Blue Journalist who also marked “Foul Play”, but was too late — that Topic has already been scored.

Journalist Scoring: Blue scored 1 point, Green scored 1 point.



End of the game:

After the first round, all players should change roles. Once you have played a total of 6 rounds, and every player has played each role one, add up the total points for all games. The winner is a player who has the most points.

Game for 3–5 players

If you have fewer than 6 players you may play the same game but the following changes:

1. Characters are chosen in the following way:
 - 3 players (Athlete, 1 Coach, 1 Journalist).
 - 4 players (Athlete, 2 Coaches, 1 Journalist).
 - 5 players (Athlete, 2 Coaches, 2 Journalists).
2. In a 3-player game, there is only 1 Coach so that there will be only 1 Phrase and 1 Topic for the Athlete / Journalist to guess.
3. During each round, the highest score will depend on the number of players
 - 3 players 3 points for Athlete, 3 points for Coach, 1 point for Journalist.
 - 4–5 players 6 points for Athlete, 3 points for each Coach, 2 points for Journalists.



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Sensation!

Crazy Celebrity

Rulebook

Based on the game Opiata
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Do not joke with Opiata!



Ages 14+

3–6 players

30–60 minutes

Explain the rules within 5 minutes

☒ Noisy

☒ Will take fancy of any company

☒ It should be filmed

