

FIGURATA



A game for 3 or more players aged 6 and over.

The word FIGURATA comes from the Italian word “figurare,” meaning “to depict”. It’s also actually pretty close to the English “to figure out,” which gives something of an idea what this game involves.

AIM OF THE GAME

There are a total of 70 cards featuring 140 different figures/shapes. You need to use your bodies to present these figures so that the other players can guess them. The better you present and guess the figures, the more points you’ll earn. We guarantee that not only your body will get a good workout, but your stomach muscles, too, from all the laughing!

CONTENTS

- 70 figure cards printed on both sides
- 25 number tiles
- 25 number cards
- 2 cardboard glasses
- 1 scoring pad

Each player will additionally need a pen to make a note of all hints and their points.

SPARE PARTS SERVICE

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SETTING UP THE GAME

Shuffle the deck of 70 figure cards. It doesn't matter which side is visible. Place the first 25 cards of the deck on the table in a 5x5 grid, with the black marked edge of each card facing up. Then place the number tiles there in the order 1-25, so that each figure is assigned a number (see illustration).

The grid doesn't have to be 5x5 cards; you can lay the figure cards out in any formation you wish. All that matters is that the cards are clearly visible to all of the players.

The different colors used for the figures are simply for aesthetic reasons – they serve no purpose otherwise.

Each player should take a sheet from the scoring pad and a pen, and enter the names of all the players in the column on the left. Agree on the order for this.

The first player goes to the table – in our example, it is Uwe. He's the first presenter and will now present four different figures. He begins by shuffling the 25 number cards, then places the top four cards in this pile face down in front of him on the edge of the table.



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	Σ	
Uwe																											
Lisa																											
Tom																											
Babs																											
	Σ	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	Σ



STARTING THE GAME

The presenter

The presenter carefully takes the first number card on the far left and memorizes the number on it. No one else is allowed to see this number! The presenter must then put the number card back and look for the corresponding figure card on the table. They should use the enclosed cardboard glasses to disguise their line of sight.



Instead of the included cardboard glasses, you can of course also use your own sunglasses or shield your eyes a little with your hands. The important thing is that the other players do not immediately recognize which card you are going to represent by the direction of your gaze. Uwe must now attempt to present the figure depicted on the figure card **using just his body**.

The presenter may use their entire body or just certain parts of it. They're not allowed to talk, show the color, use props (e.g., a watch), draw pictures in the air, or make any other gestures.

The guessers

The guessers try to work out which figure is being presented. If a player thinks they know which figure it is, they should enter the corresponding number on their sheet under „Figure 1.“ To indicate to the other players that they were the fastest, they should shout out: „One!“ The other players can keep guessing. If another player enters a solution, then that player shouts out: „Two!“ The first and second players to record a guess now take it in turns to slowly count out loud together from three to ten. Once they reach ten, the presentation and opportunity to make a guess ends. All of the remaining players have one last chance to enter a number. They aren't allowed to add a guess later on.

	1	2	3	4	5	6	7	8	9	10
Uwe	21									
Lisa										
Tom										
Babs										

The first player to make a guess crosses the field with the runner in it.. This will earn them additional points at the end of the game if the answer was correct.

	1	2				
Uwe	21					

The presenter now takes a look at the second number card and repeats the procedure described above. Once Uwe has presented all four of his figures, it's time for the scoring.

Earning points

In "Figurata", there are three different ways to earn points:

- The guessers earn one point for each correct answer.
- The player to guess the correct answer first earns additional bonus points.
- The presenter earns one point for each figure that at least one person guesses correctly.

Checking the guesses

The presenter Uwe turns over his first number card. All of the players compare the number with the one they've written on their sheet.

21			
----	--	--	--

If it matches, then they can check off this answer on their score sheet (in the small box under the runner). They get one point for each check mark at the end. Enter the point total for the entire line in the right column (Σ). So the player with this sheet has earned a total of three points, as they guessed three of the figures Uwe presented correctly.

		1	2	3	4	5	6	Σ
Uwe		21	4	13	9			3
Lisa								
Tom								
Babs								
		1	2	3	4	5	6	7
								Σ

21	4	13	9
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Bonus points for the fastest guesser

The player with this sheet was also the first to guess Figure 1, so they may circle the next number in the bottom row that hasn't been circled yet. In this case, it's the 1. They were also the first to guess Figure 4 – but they got the answer wrong, hence they didn't circle the next number (the 2). At the end of the game, the last number circled in this row indicates the additional bonus points that the player has earned. They enter this number in the column on the right at the end of the game.

	1	2	3	3	4	4	5	5	6	6	7	7	→	4
--	---	---	---	---	---	---	---	---	---	---	---	---	---	---

So, in this example, the player with this sheet was the fastest to guess the right figure five times. This earns them four bonus points.

The presenter's points

Each figure that at least one person guesses correctly earns the presenter one point. Therefore, Uwe can earn a maximum of four points with his four figures. The presenter checks every guessed figure in their sheet during the scoring.

		1	2	3	4	5	6	Σ
Uwe		✓	✓	✓	✓			4
Lisa								

HOW THE GAME CONTINUES

It's now the next player's turn to present some figures; in our example, that's Lisa.

In the 5x5 grid, the four figures presented by the last player must be exchanged with four new figure cards in the remaining draw pile. All of the other figure cards remain on the table.

Lisa shuffles all of the 25 number cards again, draws four, and places them face down on the edge of the table just like Uwe did. She can then start presenting her four figures. This procedure is repeated for each player.

THE FINAL SCORING

Once all of the players have had a turn at presenting figures, it's time for the final scoring.

The person with the highest score wins. If there's a tie, you share the victory. Lisa's score sheet is shown below.

	1	2	3	4	5	6	Σ
Uwe	21	4	13	6			3
Lisa							3
Tom	4	25	8	17			4
Babs	12	14	21	3			2
Σ	1	2	3	4	5	6	7
							3
							15

PLAY VARIATIONS

Number of figures to present

You can also choose to present up to six figures when playing "Figurata". Agree how many figures you wish to present before the start of the game.

Team play

If you're more than five people, then you can also play "Figurata" in teams. You don't need the sheets for this, but you will need a timer. Form two teams.



The game is almost the same as described so far: Lay out a 5x5 grid here, too. The first player from team 1 starts. They draw a number card without showing it to the other players. As soon as the presentation begins, the second team starts a timer (we recommend a time limit of two minutes). Only the members of the presenter's team are allowed to guess now.

In the team game, a presentation may be aborted at any time if the guessers do not find a solution. The performer then draws a new number card and tries again.

The guessing team can discuss among themselves. As soon as one of the guessers touches a card, it is considered a guess. Changes are no longer allowed.

The solution is then given immediately.

The presenter turns over their number card. If the guessing team guessed correctly, then they get the figure card. If they guessed wrong, then the card simply stays where it is.

The presenter now draws the next number card and presents it. This procedure continues until the two minutes are up. The presenter can now no longer change their pose, but the team may still attempt to guess the last figure being presented. Fill the grid with new cards.

Now it's the turn of the first player in Team 2. The procedure described above is then repeated. The game ends as soon as each player has had a turn at presenting figures. The team with the most cards wins.

***Please note:** If there's an odd number of players, either one player on the smaller team must present twice or one player on the larger team doesn't get a turn at presenting.*

Team play variations:

- You can adjust the number of guessing rounds and the duration of a round as desired.
- You can also introduce the rule that a card guessed wrongly automatically goes to the other team.

ABOUT THE AUTHOR

Thomas Sing lives in Konstanz beside Lake Constance. His hobbies are mathematics, reading, and naturally also inventing games. While at school, Thomas Sing made it into the Guinness Book of Records for the longest Ludo game. As a game designer, he became renowned for his game "The Crew" for which he was conferred the awards for the "Konnenspiel des Jahres" and "German Game Prize" („Deutscher Spielepreis").



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