

AWAAAAH!! TEST



AARGH!TECT

A game for rock-hard stone age architects!

Length: approx. 30 - 45 min
Number of players: 2 - 8
Age: from 8 to 99

CONTENTS:

2 sets of Building Parts, consisting of 10 mighty wooden pieces (2x yellow, 2x green, 2x blue, 2x red, and 2x white) plus 2 grey cardboard Stone Plates
2 Cudgels (inflatable)
2 translation Crib Sheets
24 Project cards



CRIB SHEETS (2 x)

The Crib Sheets are placed between the Architect and their Workers. They show the available body movements and stoneage sounds and their meanings.



GREY CARDBOARD PLATES (2x)

The Plates usually constitute the base. Make sure that the correct side (light or dark) is face-up.



PROJECT CARDS (24 X) (24 x)

They display different building projects.

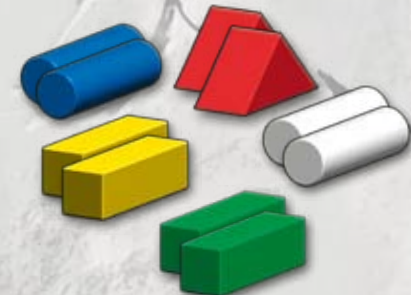


Back of Project Card



CUDGELS (2 x)

Each Architect is handed a Cudgel for communication purposes.



WOODEN PARTS (10 x)

Preparation: The owner of the game must inflate the two Cudgels first.

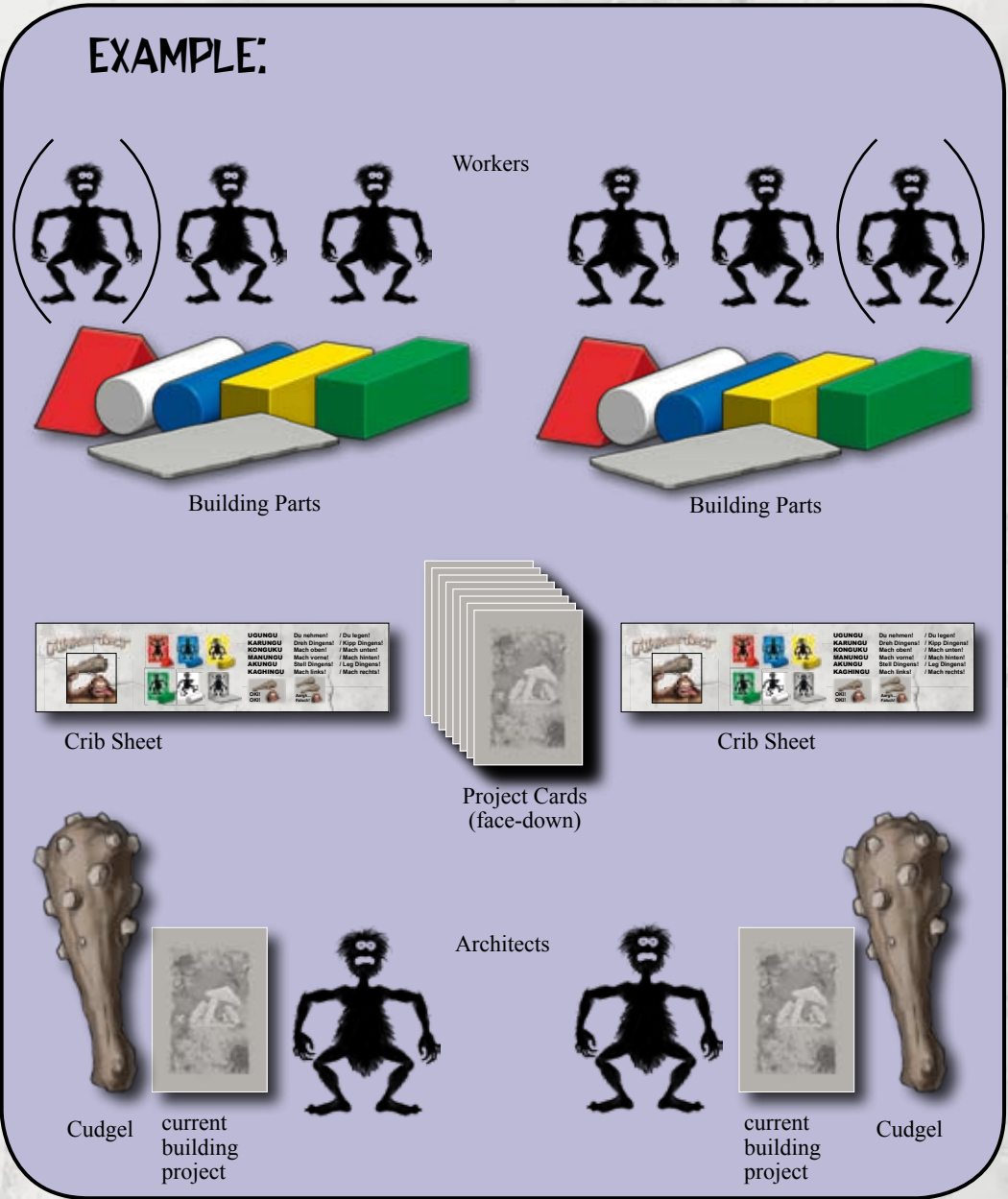
SETUP

Aargh!Tect is a game for one or two teams. For the standard game the players have to form two competing teams, the training version may be played with a single team. (The number of players in the teams may differ, but the minimum must be 2 players.)

Then each team declares one player – the most clever player of course – to be the Architect. The other team members will be the Workers. Both Architects stand or sit on the same side of the table, the Workers stand or sit adverse to their Architects.

Each team receives one set of building materials (1 yellow, 1 green, 1 blue, 1 red, 1 white, and 1 grey cardboard Stone Plate). Shuffle the Project Cards and put them into reach of both Architects in a face-down deck.

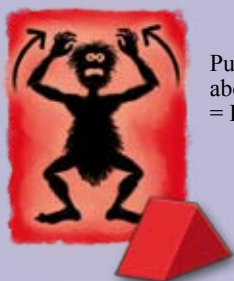
Each Architect takes one Crib Sheet and positions it between themselves and their Workers, in such a way that all players can read the instructions on the sheet.



Each Architect takes one Cudgel and draws a card from the deck. While the Architect looks at this card and avoids showing it to any other player, the Workers of each team divide their building materials among each other. (How many pieces each player gets is absolutely their choice - we recommend an even distribution, but who can say what a caveman's brain really is up to?)

Any Worker must have at least one Building Part. A Worker is responsible for the placement and handling of their Building Part(s) only.

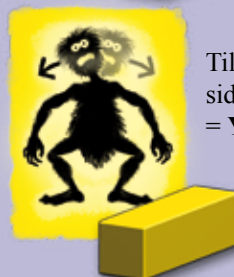
CLEAR ORDERS ...



Put your hands together
above your head
= **RED**



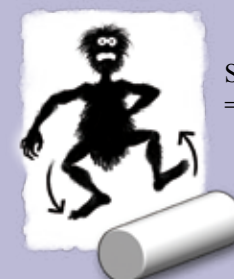
Clap your hands on your
thighs, lower back
= **BLUE**



Tilt your head
sideways
= **YELLOW**



Swing your hips
= **GREEN**



Stomp your feet
= **WHITE**



Shrug your shoulders
= **GREY**

STONE AGE LANGUAGE TRANSLATION:

You take! = Take the Building Part!
Put away! = Put away the Building Part!

Turn thingy! = Rotate the Building Part!
Tilt thingy! = Tilt the Building Part!

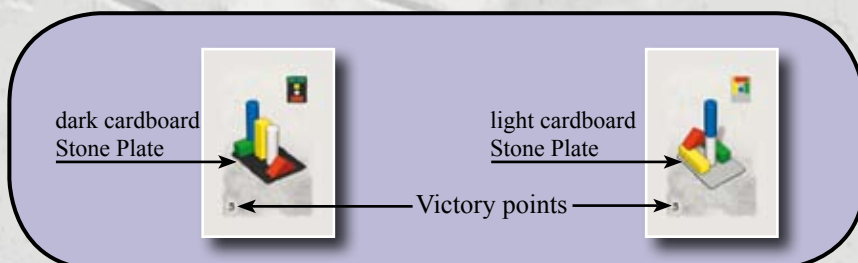
Make upper! = Raise the elevation of the Building Part!
Make lower! = Lower the Building Part!

Make front! = Put the Building Part to the front!
Make back! = Put the Building Part to the back!

Put thingy! = Erect the Building Part!
Lay thingy! = Put the Building Part flat down!

Make left! = Move the Building Part to the left!
Make right! = Move the Building Part to the right!

Building project (Note that the cardboard Stone Plates have a light and a dark side. Their orientation is also important for the correct build!)



Both Architects now simultaneously try to explain their Workers, how the Building Parts have to be arranged to create the building project depicted on the card.

They are not allowed to use anything other than the few words and gestures depicted on the translation Crib Sheet.

The Building Part's colors have to be explained by means of the gestures shown on the Crib Sheet - **it is not allowed to use words or other gestures!**



To explain their Workers the correct placement of the Building Parts, the Architects have to use stone age language only. If the Architect says a stone age word once, the first meaning in the list to the right of the word is valid, if he pronounces the stone age word twice, the second meaning is valid.

Example: **MANUNGU** means "Make forward" (= put the piece to the front).

MANUNGU MANUNGU means "Make backward" (= put the piece to the back).

This positioning orders have to be combined with the body movements for the different parts, in order for the Workers to understand which Part has to be positioned where. The Workers try to interpret the orders of their Architect correctly and place the Parts as advised. They may use the Crib Sheet to understand the Architect's intentions.

The Architect may use his Cudgel to show their Workers if they were right or wrong in their building efforts. A single (light!) hit on the head means *correct*, two hits mean *wrong*. In the latter case the corresponding Worker has to withdraw their last building step and ask the Architect where they made a mistake (in stone age manner: Ugh?).

built
correctly →



←
not
correct

If the Architect hits their own head, they made a mistake in their last order which then has to be ignored by the Worker(s).

The Architect has to hold the Project Card in one hand, the Cudgel in the other hand. They may not use other terms than those written on the Crib Sheet, but they are allowed to lead their Workers in the correct direction by usage of the Cudgel. Under no circumstances the Architect may touch the Building Parts with their fingers or hands. If they break this rule, they have to discard their Project Card and draw another from the deck to begin a new building project.

If any project comes across as too complicated to finish, the Architect may discard their Project Card and draw a new one from the deck. In any case, if the Architect exchanges an uncompleted Project Card with another one, each discard counts as -1 point (*see evaluation and scoring below*).

Only the Workers are allowed to touch the Building Parts – but only those which were assigned to them at the start of the game. The Workers, too, must communicate with the Architect and with each other by means of the terms and movements depicted on the crib sheet only (or by using gestures and facial expressions).

NOTE:

Throughout the game only the stone age terms must be used which are depicted on the crib sheet. It is not allowed to use names, colors, or other terms not on the crib sheet in the game.

It is only valid to communicate with the words and body movements on the sheet, or by facial expressions or gestures. If this rule is broken, the current building project of this person has to be cancelled immediately and counts as -1.

THE MOST INGENIOUS ARCHITECT...

EVALUATION AND SCORING:

As soon as a team has finished the building on its Architect's current Project Card, the appropriate Architect exclaims: "AARGH!TECT" and hits the table with their cudgel three times (the building has to stay intact!). Then the Architect reveals their Project Card.

All work has to stop immediately. The other team's Architect and Workers verify the correctness of the build.

If the project is consistent with the image on the Project Card, the players of the opposing team express their approval and admiration by wild nodding and unbridled applause and elation.

If the building shows grave defects, the opponents should utter dismissive grunts to state their protest and honest disgust.

If the building was built correctly, the building team receives the point value printed on the card - as a reminder this card is put to the right of the scoring team's Architect.

If more than half of the opponents did protest and point at the incorrectly built parts, the faulty building has to be torned down and its Project Card is placed to the left of its Architect (counting -1 points at the end of the game).

Important reminder for the teams: do not reject a building because of minor flaws (serious flaws are: wrong color or wrong placement of parts - in the latter case you should tolerate some "artistic freedom").

SUMMARY:

Successfully finished Project Cards are stacked to the right of the Architect and score the point value printed on them.

Cards of aborted, not even started, or faulty projects are stacked to the left of the Architect and count -1 point.

In any case the appropriate Architect draws a new Project Card and their Workers take back their Building Parts.

After a project is finished, the Architect may change roles with one of the Workers of their team, if the team agrees.

After each successful project, the Architect has to check their score. The team, which was able to collect 10 points first, wins the game. Its ingenious Architect celebrates the victory by swinging the cudgel wildly and exclaiming **Aargh!Tect, Aargh!Tect** repeatedly.

PLAY DIFFERENT ...

TRAINING VARIANT FOR 2-4 PLAYERS IN A SINGLE TEAM:

To increase the team's performance, it is possible to enter the stone age construction business with a single team (1 Architect and 1 to 3 Workers). Try to score as much points as possible within a half hour.

An unfinished building at the end of the time span does not count as a penalty.

VARIANT FOR TWO TEAMS - PLAY AGAINST TIME:

Preparation and team creation is the same as for the standard game. Then agree on a fixed playing time (e.g. 30 minutes).

The team accumulating the highest score within this time span is the winner. An unfinished building at the end of the time span does not count as a penalty.

Final note: It is possible to play Aargh!Tect together with physically handicapped players. Before the game you just have to modify the gestures and movements a bit to adapt them to the abilities of the teammates.

CREDITS:

Designer: Walter Obert

Advisor and Initial Development: Paolo Vallergera

Illustration and Graphics: Jochen Eeuwyk

Lead Developer: Harald Bilz

Executive Development: Harald Bilz & Oliver Erhardt

Layout & Graphic Design: Selami Ileman & Harald Bilz

With the collaboration of: Christoph Lipsky, Petra Becker



**Heidelberger
Spieleverlag**

www.heidelbaer.de

