



Game Rules

The worst thing about buying a new game is – figuring out the rules.
The only thing worse than a set of board game rules is a microwave oven user manual.
We decided to make your life a little easier and summed up Imaginarium in one sentence:

"Players come up with associations for their cards and guess the other players' cards by their associations."

When you've got that down, – relax! You already know how to play Imaginarium!
...And the rest of the stuff that follows is only to help you find out
which one of your friends can do it better than you.



**You can also find the rules
on YouTube**

...in Russian! See how easy this will be!

So, what's in the box?

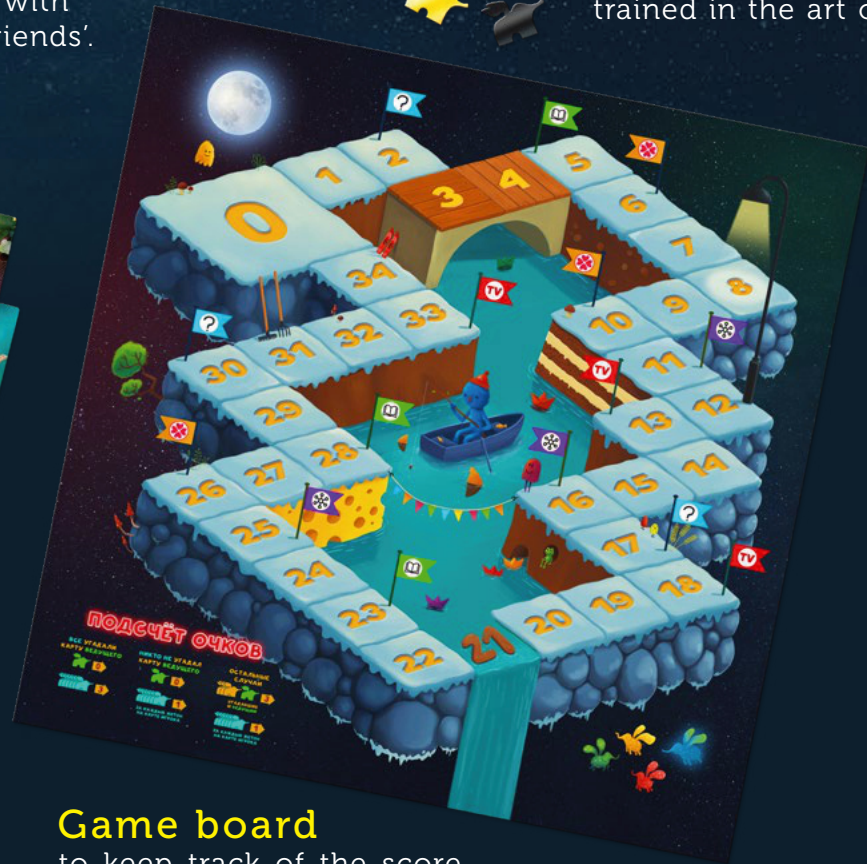
98 large cards

with some pretty crazy drawings.
With their help, you'll come up with
associations, and guess your friends'.



7 elephants

of 7 different colors, specially
trained in the art of flight.



49 voting chits

with numbers.
7 of each color.

Game board

to keep track of the score.
The game board also includes
a scoring aid.

7 number markers



Setting Up the Game

1. The number of players determines the number of cards in play. Remove the excess cards according to the table at the right and put them back in the box. For two and three player games, use the additional rules on pages 7 and 8 after reading these basic rules.
2. Each player selects an elephant and takes the voting chits of that color. The numbers on the chits should correspond to the number of players, e.g. in a five player game, each player takes 1-5.
3. Each player places their elephant on the game board at the space marked: "0."
4. Shuffle the deck, deal 6 cards face down to each player, then place the rest of the deck face down in the middle of the table.
5. Place the card markers next to the deck according to the number of players.
6. Place any excess components back in the box.
7. Determine who will be the first player to present and make an association in any convenient way.

Number of Players	4	5	6	7
Excess Cards	2	23	26	0



Example of a game set up for five players



Turn Sequence

Each turn one of the players becomes the presenter and makes an association. The turns continue clockwise around the table.

The Presenter's Turn

The presenter selects one of their cards and puts it face down in the middle of the table and announces their association for that card. An association can be anything: a word, a sentence, a poem, a famous quote, even an arbitrary set of sounds. The presenter is only limited by imagination – except if the presenter's elephant is standing on one of the special spaces, which are described on page 6 of these rules.

Other Player Associations

The other players select one of their cards they believe best suits the presenter's association, and place that card face down on the table with the presenter's card.

Note: Sometimes a player doesn't have any cards that fit the presenter's association. Each player still must play a card, regardless.

Numbering the Cards

The presenter shuffles all the laid out cards together with his own and places them in random order by the number markers.

Example turn

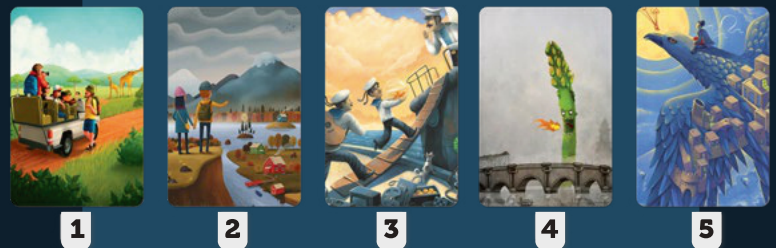
Presenter's association

The presenter selects the card at the far right below and makes the association: "Journey," then announces it out loud.



Player's associations

Each player chooses a card from their hand which they think best fits the "Journey" association, and then places it face down on the table with the presenter's card.



Guessing Whose Card is Whose

Now the players all try to figure out which card the presenter chose and laid out. Each player selects the voting chit that corresponds to the card number they think the presenter chose and places it number side down.

- Players may not choose their own card.
- The presenter does not comment on any of the cards laid out on the table, or participate in guessing.

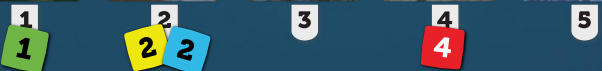
After all the players have voted, they turn their voting chits number side up and place them by the corresponding number markers to make it easier to count.



Each player (except for the presenter) decides their guess, selects the voting chit with the number of the card they think is the presenter's and places it number side down on the table.

A player may not choose their own card.

After all the players have guessed and voted, the guesses are revealed and arranged for scoring.



Here the yellow and blue players guessed the presenter's card. They get 3 points each, plus 1 point each since the green and red players selected the cards they laid down. The yellow and blue elephants move 4 spaces forward.

The presenter gets 3 points since some (but not all) players selected the card, and 1 additional point for yellow and blue's correct guesses. The presenter's elephant moves forward 5 spaces. The red and green elephants remain in place.

Scoring

If everyone guessed the card:

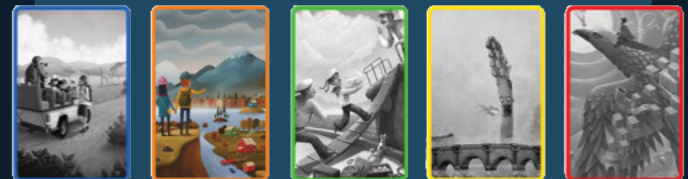
The presenter's elephant remains in place, and the other player's elephants move forward 3 spaces.

If no-one guessed the card:

The presenter's elephant remains in place, and the other players move their elephants forward 1 space for every vote that guessed their card as the presenter's.

If some of players guessed the card:

The presenter's elephant moves forward 3 spaces and any players who correctly guessed the presenter's card also move their elephants forward 3 spaces. In addition, players move their elephant forward 1 space for every vote for their card as the presenter's.



Score is kept by moving the elephants on the game board.



Ending a Turn

At the end of the turn, place all cards played during the turn into the discard pile, and each of the players draw one new card from the deck. When there are no cards left in the deck, continue play with the remaining cards. The role of presenter moves to the next player clockwise.

Special Spaces

Some of the spaces on the board are marked with special flags. The presenter must make an association with one of the restrictions below if the presenter's elephant is on one of these spaces.



The association must be announced in the form of a question.



The association must be from film (a movie, cartoon, TV series, or TV program).



The association must contain exactly 4 words.



The association must refer to one of the people sitting at the table.



The association must be announced in the form of a story.

End of the Game

The game ends when all the cards are used. The last card is played without choosing, but it's funner that way. The player whose elephant has advanced the farthest is the winner. If there are more than one such elephant, there are more winners!

Variations & Sundry

- If one of the elephants goes past the last space on the game board, don't worry! You can send it around the board again!
- End the game when the first elephant reaches the space marked: "34."
- When the cards run out, shuffle the discard deck and continue playing ... and so on, and so on, ... ad infinitum ad nauseam ...
- Restrict all associations in a game, for example: play an entire game guessing only four-word associations or story telling associations.
- If more than seven people want to play, pair into teams of two, each team sharing one elephant.

Three Player Games

Each player selects an elephant and 5 voting chits. Remove 23 excess cards from play.

The presenter makes an association, and the two players select cards from their hand that match. The presenter adds these to two cards from the top of the deck and shuffles them before laying them out. We call this a "bot" game, as if two invisible players have joined.

The guessing process is no different than a regular game. If a player chooses a bot card, the player receives no points.

This adds some variety, and makes it more interesting to try to figure out the presenter's card





Two Player Games



Two can play in the Imaginarium!

A two player game is a cooperative game where the players try to reach the finish line before an imaginary invisible opponent does. Set up the game as normal with the following exceptions:

- Each player receives 5 voting chits, (take chits labeled 1 through 5).
- Place one elephant on space "0." This elephant will be shared and played jointly. Place another elephant – we recommend black – next to it. This is your opponent, better known as: "The Mammoth."

How to Play?

Each round goes like this:

1. Take one card from the deck and place it face down on the table. Don't look at the face of it. This is a *mammoth card*.
2. Players each take 6 cards from the deck and place them face down in front of them. Don't look at these cards, – not yet!
3. One of the players becomes the presenter. That player comes up with an association without looking at the cards. It can be any association since the cards are unknown at this time.
4. After the presenter has come up with an association, both players look at their cards and try to pick 2 cards that match the association. The presenter shuffles those cards together with the mammoth card. No peeking!
5. The presenter places the shuffled cards face up above the number markers.
6. Now it's up to the players to guess the mammoth card. The players vote secretly using the voting chits.

Scoring

- If none of the players guess the mammoth card, the mammoth gets 3 points, and the players: none.
- If one player guesses the mammoth card, both the players and the mammoth get 1 point.
- If both players guessed the mammoth card, the players get 2 points, and the mammoth: none.

Move the elephants forward. Both the laid out cards and all the cards from the player's hands are discarded. Swap who is the presenter, and start a new round.

The game ends when one of the elephants get to space № 20. Don't let the mammoth win!

Example: The presenter made the association: "Simplicity." Only one player guessed the mammoth card. This means both the mammoth and the players get 1 point each.



1



4



Mammoth card



Playing with Younger Children

The Imaginarium game is recommended for children over 12 years old. But if you want to play with younger children, just remove any cards from the deck that aren't appropriate for younger children: for example, cards that seem gloomy or intimidating to you.

When playing with younger children, the role of presenter should be performed by one adult; that is, one adult becomes the permanent presenter for the game.

How to Play?

The presenter should always have 6 cards in their hand. If you are playing with one child, then you do not need voting chits. But you will need 2 elephants – yours and the child's. The presenter makes an association with one of their cards, shuffles it in with two random cards from the deck, and puts them face up. After that, the little player tries to guess the association. If the child guesses, the child earns 1 point. If not, the presenter earns 1 point.

Adapt to the child and make simple associations.

If there are two or more children in the game, they will compete with each other instead of the presenter. The presenter makes an association with a card, shuffles it with two random cards from the deck and puts them face up. Children try to guess the presenter's card, using a voting chit with number 1, 2 or 3. Those who guessed it are awarded 1 point, and those who did not guess are awarded nothing.



If the children you play with find they love Imaginarium, (which is almost certain);

Consider
Имаджинариум Детство
(Childhood Imaginarium).

The Slow Elephant Rule

If the child with the elephant in last place guesses the association, the child is awarded 3 points instead of 1. This helps the slower elephants to catch up. In a two player game, the presenter is not awarded this privilege.

Ending the Game and Finding the Winner

The game is ended when one of the elephants has completed a full circle. Everyone who completes a full circle with the lead elephant wins. There may be multiple winners, which is awesome!

Imaginarium Online

You can play Imaginarium with friends who are far away!
Go to the site, invite your friends, and come up with even more vivid associations!





If you have any suggestions or have
questions about the game, visit our website
or write us an e-mail at

hello@cosmodrome-games.com

Enjoy your game!!



These English rules were prepared by
Stephan Peters, who may be messaged at:
boardgamegeek.com/user/speters33w