

# POSERBILITY

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| 1 Gameboard      | 1 Score Pad         |
| 1 Posometer      | 1 Pencil            |
| 2 Playing Pieces | 100 Solo Pose Cards |
| 1 Die            | 50 Multi Pose Cards |

## The Object of the Game

To identify "Poses" and score the greatest number of points.

## Preparations

1. Divide the players into two roughly equal teams (minimum of 2 players per team.)
2. Place the gameboard in the middle of the table.
3. Shuffle the Solo Cards and Multi Pose Cards and place the two packs face down beside the board. NOTE- If playing with only two players in a team, the 3 player Multi Pose cards should be removed from the game.
4. Each team places their playing piece on the Board (any square will do). They then decide which team is to start and how many rounds are to be played.

## How to Play

On each turn one member of the playing team is designated as "The Sculptor". This role should be taken by the members of a team in strict rotation throughout the game.

The "Sculptor" throws the die and moves his team's playing piece the indicated number of spaces clockwise round the board. The space landed upon will indicate both whether the pose to be attempted is Solo or Multi, and by what method it must be sculpted (see Communication below.)

The "Sculptor" then takes the top card from the relevant Pose Pack ensuring that it is not seen by any other player, and chooses a player or players from the opposing team to act as the "Model(s)" for the Pose indicated on the card.

The Posometer is then started (30 seconds for a Solo/60 seconds for a Multi) and using the pre-determined communication method the "Sculptor" must attempt to get the "Model(s)" into the pose shown on the card.

At the end of the time allowed the "Sculptor" must stop and his team may have two guesses at the Pose Title shown on the card. If they guess correctly the team is awarded 15 points. If they fail the opposing team gets two guesses to achieve 15 points.

If neither team guess correctly the Posometer is again started at 15 seconds and the "Sculptor" may amend the pose using the same communication method to try to improve/clarify it.

Once again the "Sculptor's" team have two guesses at the title, this time for 10 points and again if unsuccessful the opposing team may have two guesses to try and steal the 10 points.

If both teams are still unsuccessful the "Sculptor" reads out the clue from the card and his team has two final guesses at the title of the pose for 5 points. If they fail, the opposing team has two guesses to try and steal the 5 points.

Once the title of the pose has been correctly guessed or both teams have unsuccessfully had three pairs of guesses, play passes to the opposing team.

NOTE: If there are only two players in the team and they are the models in a Multi-Pose they, as the opposing team, will have to guess the pose from the positions they themselves are in.

### **Communication**

There are four methods of communication used to set the poses:

1. Verbal - The "Sculptor" must direct the "Model(s)" to strike the pose using only specific verbal instructions, e.g. "hold your right arm straight out in front of you." It is not permitted to give clues to, or direct reference to, the title of the pose.
2. Physical - The "Sculptor" must physically move the "Model(s)" into position.
3. Blind Verbal - As the Verbal except that the "Sculptor" must turn his back to the "Model(s)" and not turn around whilst the Posometer is running.
4. Blind Physical - As the physical except the "Sculptor" must be blindfolded.

NOTE: In Blind Verbal and Blind Physical the "Sculptor" may view his "Model(s)" between the first and second stages to gain some idea of what further action to take.

### **Winning The Game**

The team with the greatest number of points at the end of the agreed number of rounds is winner