

BLEKOTECO!!! A mental agility game in which each player must show his speed and ability by answering the four words indicated on the card.

■ GAME CONTENTS:

1 Symbol die.

1 60-second sand timer.

4 Alphabetic dice.

1 Instruction sheet.

4 Numeric dice.

10 Category cards.

1 Board.

■ HOW TO PLAY

Each player is provided with a pencil and a sheet of paper on which he/she must write his/her name. (Answer sheet)

Shuffle the 10 category cards and place them face-down in the middle of the table. Each card contains 6 categories.

One player must roll the four pairs of dice separately, rolling one alphabetic die with one numeric die. Once rolled, the pair of dice is placed on the board, and the same must be done with the other three pairs. Next, he/she must roll the symbol die and place it on the board.

Each numeric value must be placed together with each letter, thus assigning a certain number of points to each one.

The player who rolled the dice must take the top card from the stack of category cards and read the category which corresponding to the symbol shown on the symbol die.



At this point the sand-timer must be turned and all the players must write on their answer sheet **ONLY ONE** answer for each letter, which must be a word which begins with each letter. The value of each answer is assigned by the numeric die each alphabetic die has been rolled with. **Only one** answer must be written for each letter.

If 2 or more alphabetic die coincide, only one answer must be provided for the repeated letter and its point value will be given by the sum of the values of the numeric dice.

PLEASE NOTE: Valid answers must include name or surname or pseudonym. They must identify who or what it is.

The sand-timer indicates the maximum time (60 seconds) allowed to place the answer sheet face-down in the middle of the table. It is possible to answer and place the sheet as soon as possible, even if answers have not been (voluntarily or involuntarily) given to the four letters.

Each answer sheet must be placed face-down and always on top of the others.

For a player to score points the answer sheet must be placed in the middle of the table before the top bulb of the sand-timer is empty. If not, that player's answers will not be valid.

When the time runs out each player's points are counted strictly following the order in which the answer sheets were placed. In the event of an answer being repeated, only the answer given by the player who placed his/her answer sheet first will be valid.

■ END GAME

A complete game is made up of 10 rounds, using the 10 category cards. **WHEN THE 10 CATEGORY CARDS HAVE BEEN USED THE GAME ENDS.** The player who has scored more points wins the game.

■ CREDITS

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