

Geek out!

For 2 to ∞ Players
(Teams for more than 10 players)

Ages 13 to Adult

Playing Time: Approx. 30 Minutes

Object of the Game:

"Out-geek" your opponents by out-bidding and completing challenges in a variety of categories! Steal and score points by being able to complete bigger lists than your opponents, but don't bid too high or you could end up losing points in the end. Reach the Finish before your opponents do to win the game!

Contents:

70 Geek Out! 80s Question Cards

20 Chips

a 6-sided Category Die, including a blank "wild" side

Gameboard



In Geek Out! 80s Edition, each topic conforms to one of these categories:



Television



Movies



Music



People



Miscellaneous

Each card shows five questions, organized by category. The text on the cards should be read as "Can you name...?" The colors of the categories correspond to the colors on the die. Each question states the **minimum** number of items a player must list to complete the challenge. For example, if the question asks if you can name "Two rock bands" then a player must name **at least two** to fulfill the requirement. Of course other players may bid higher and attempt to list more (see **Game Play**).

Set Up:

Players may play one-on-one or divide into teams. Teams are suggested for games with groups of more than ten players and you can play with up to ten teams.

Take the cards, die, chips, and board out of the box. Place the entire deck of cards (face down), the die, and the board in a central location within reach of all players. Give each player two matching chips. Each chip has a symbol on one side, and the symbol with a red "no" (⊘) on the reverse side. Each player places one matching chip in front of them, and the other chip on the "Start" position on the board, both with the "no" side down.

Game Play:

Select one player (or team) to go first, who then rolls the die to determine their challenge category. In the case of a blank roll, that player gets to choose any category that they desire, before hearing the topics listed on the card. The opponent to the player's right then draws the top Geek Out! Card and reads aloud the corresponding question. The player states clearly if they accept the minimum bid as listed on the card, or if they would like to increase it by bidding a higher total. "Bluffing" is encouraged!

Once the original player has made their bid, the option to bid passes to the next player, clockwise. That player may pass or bid higher, but may not bid the same number stated by the previous player. Players who wish to pass should indicate this by turning their chip to the "no" position when it's their turn to bid or pass, to help the bidding process move more smoothly. This continues in clockwise order until all players have passed, except for the last player to bid. The bidding process may take several rounds to get to this point. The highest bidder must then attempt to successfully complete the challenge.

Example: It is Jessie's turn, and she rolls the die getting the yellow Music category. Joshua, the player to Jessie's right, draws a Question Card, and reads Jessie her challenge: "Can you name one song by Prince?" Jessie can state, "I can list one," but being a huge fan of Prince, she decides instead to raise the stakes, claiming, "I can list three." The option to bid higher passes on to the next player in either case. Tiffany, the player to Jessie's left, states that she can name four. Joshua doesn't want to risk losing a point and decides to pass, and turns his chip to the "no" position. This bidding process continues clockwise until all players have passed except one.

Once bidding is complete and the challenge has been accepted, the last player to bid may now attempt to complete their list.

If the challenge is completed successfully, the player who accomplished it earns 1 point. The player then moves their chip forward one space on the board. If the challenge is failed, the player who attempted it loses a point and moves their chip back one space. If the player's chip is on the "start" space and they lose a point, then the chip moves to the -1 space and will continue going negative if they continue to lose points (see **Scoring**). Players on the -5 space who lose an additional point are out of the game (see **Scoring Variants**).

Note: More than one chip may occupy a space on the board. If necessary, the chips may be stacked.

On the rare occasion that no one bids above the minimum number listed on the card, no penalty will be given if the challenge is not completed successfully. The original player can still attempt to list the minimum number, but won't be penalized if they fail. If they succeed, they still move their chip one space forward.

Play then passes to the left (clockwise) of the last player to roll the die, and the process is repeated.

Scoring:

Players will earn 1 point each time they complete a challenge and -1 point each time they are unable to complete a challenge. The first player to reach a total of 5 points, and has moved their chip from the Start all the way to the Finish on the board, has successfully "out-geeked" their opponents to win the game! A player can also win if all their opponents are eliminated from the game, no matter what their final score may be.

House Rules:

Geek Out! is a party game that encourages debate and discussion. Players may campaign as to why they believe an answer is valid. Some of the questions on the cards are more vague than others, specifically to elicit a wider range of possible answers.

Players are encouraged to get creative when answering! Below we have included a glossary with some of the terms that pop up frequently in the game. We recommend that you use this only as a general guide, however, and let your group decide amongst itself which answers it deems appropriate. We also suggest that you set up parameters regarding the bidding process before your game begins, such as allowing players only 10 seconds to either bid or pass, or to only write lists on paper when working as a team.

The questions in Geek Out! 80s are meant to be specific to the 80s (unless stated otherwise) so answers should be 80s-related. For example, if a question asks about romantic comedies, the answers should be limited to romantic comedies that were released/in theaters during the 80s. However, this can be left up to House Rules determined at the beginning of the game.

No serials are allowed in a valid list. For example, if *Back to the Future* is listed, then *Back to the Future II* should not be listed (see Series/Serials and Spin-offs). However, this can also be left up to House Rules determined at the beginning of the game.

Glossary:

Shows: "Shows" refers to any content produced for broadcast and meant to be viewed on a television set. A television show might also be called a television program. A television **series** is usually released in episodes that follow a narrative, and are usually divided into seasons (US and Canada) or series (UK) – yearly or semiannual sets of new episodes. A show with a limited number of episodes may be called a **miniseries**.

Characters: The word "character" refers to a fictional character, or a character (fictional or based on real life) that appears in a film, TV show, or work of literature.

Franchise: A "franchise" is any well-known intellectual property that has been created into a combination of books, films, television shows, games and merchandise.

Take Place: Films that "take place" in a specific location need to be primarily set in that location/time period, or that location/time period needs to be heavily featured in the Film. For a TV show to "Take Place" in a specific space, the location/time period needs to appear in at least one scene in nearly every episode. For a Literary Work to "Take Place" in a specific location/time period, the majority of the story must be set there.

By: For the purposes of this game, "by" means "sung by," "performed by," "written by," or "created by," unless otherwise specified.

Serials: A "serial" is any set of films, books, etc. that belong to each other in parts, sequels, trilogies or more. Serials are allowed as a valid answer. For example, if *Rocky III* is listed, then *Rocky IV* cannot be listed. Spin-offs are allowed in a valid list (see **Spin-offs**, below). Reboots are considered part of a serial and shouldn't be considered a separate list item. Of course, this can be left up to House Rules determined at the beginning of the game.

Spin-offs: A "Spin-off" is a book, television show, or film that is derived from another with an alternate story line and/or cast. Spin-offs ARE allowed in a valid list. For example, if *The Cosby Show* is listed, then *A Different World* may be listed too.

Named: A "Named" item is one that actually has a name. For example, if the card asks to list "named TV moms," then "Elyse Keaton" would be valid, but "The mom in *Family Ties*" would not. Unnamed items, like "the neighbor kids' mom" are also not allowed.

Scoring Variants:

Before the beginning of the game, players may vote to decide whether to allow players who have gone below -5 to remain in the game, even if they continue to lose points. Players who have reached the -5 space and then lose another point simply remain on the -5 space until they earn a point by successfully completing a challenge.

Mixing Instructions:

Geek Out!™ 80s Edition can be played on its own, or may be combined with other editions of Geek Out!™. When playing with multiple editions, keep the card deck from each edition in a separate pile. On a player's turn, after rolling the die, they may choose from which pile they would like a card to be drawn.

When combining Geek Out!™ 80s Edition with other editions, decide beforehand whether to play with the board and the 80s Edition scoring mechanic, or with the classic, original "Geek Out!" scoring, using won List Cards as +1 point, and the Scoring Squares to denote -2 points for unsuccessful challenges.

For more geeky fun, check out the original Geek Out!™, Geek Out!™ Pop Culture Party, and Geek Out!™ Family Edition! Play alone or combine editions together to play with categories such as TV, Movies, Fantasy, Sci-Fi, Music, Art, History, Science, and more! And with even more new editions coming soon, there is so much to Geek Out over!



All names, titles, works, characters, etc. mentioned are the intellectual property of their respective owners and are not owned by Playroom Entertainment. Playroom would like to thank the many works mentioned for supplying us with hours of entertainment and great content for our game.

Ultra•PRO
ENTERTAINMENT

© 2019 Ultra PRO. All rights reserved. © 2015 Geek Out! International. All rights reserved. Game Design by Elisa Teague and Dan Rowen, used under license by Geek Out! International and their respective licensees. Geek Out!, Playroom Entertainment and all respective logos are trademarks of Ultra PRO, used under license. Graphic Design by Jessica R. Eyster.

PLAYROOM
entertainment

www.playrooment.com

AW20733