

For 2 to ∞ Players, Ages 10 to Adult
Playing Time: Approx. 30 Minutes

GeekOUT!™

Object of the Game:

"Out-geek" your opponents by out-bidding and completing challenges in different categories of geekery! 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.

Contents:

205 Geek Out! List Cards
20 Chips
a 6-sided Category Die, including a blank "wild" side
Gameboard



In Geek Out! each topic conforms to one of these categories:



Games



Comics



Sci-Fi



Fantasy



Miscellaneous

Each card shows five topics, or challenges, organized by category. The colors of the categories correspond to the colors on the die. Each topic states the **minimum** number of items a player must list to complete the challenge. For example, if the challenge states, "Four Fictional Queens" then a player must name **at least four** 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! List Card and reads aloud the corresponding challenge. 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 John's turn, and he rolls the die getting the blue Comic Books category. Jill, the player to John's right, draws a List Card, and reads John his challenge: "Four Iconic Comic Book Weapons." John can state, "I can list four," but being a comic book fan, he decides instead to raise the stakes, claiming, "I can list six." The option to bid higher passes on to the next player in either case. This bidding process continues 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 challenges on the List 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.

Topics listed in specific categories are intended to be composed of responses that fall only in those specific categories. For example, in the Comics category, the topic "Four Characters from *The Walking Dead*" asks players to list only characters who appeared in the comic book series, rather than characters who had only appeared on the TV show or any other media. However, this can be left up to House Rules determined at the beginning of the game.

Glossary:

Games: Unspecified, "Games" can refer to games of any sort, including traditional tabletop board and card games, role-playing games, or video games. If specified, however, the list given must comply with the specification. For example, if the challenge is to list video games, then a tabletop card game may not be included.

Tabletop Games: A "Tabletop Game" is a game that can be played in person with other opponents without the use of a computer or console, regardless of whether or not a table is used. This designation is to mark a distinction between traditional tabletop games and video games (or online role-playing games) and console games. See **Games** for more information.

Comics: For the purposes of game play, Comics include Comic Books, Graphic Novels, Comic Strips, Manga, and Anime. For the purposes of game play, the term "Comic Book" includes any "US," "European," or "western" comic book or graphic novel and "Manga" includes any "Asian," or "eastern" comic book, graphic novel or animated cartoon. A "Graphic Novel" is a fictional story that is presented in comic-strip format and published as a book.

Sci-Fi: For the purposes of game play, this genre contains materials, books, television shows and films set in a Science Fiction setting that includes futuristic themes and technology, space travel, alien races, undiscovered fictional technology and the like. Examples of "Science Fiction" would be: *Star Trek*, *The Time Machine*, *Dr. Who* and *Red Dwarf*. A debatable Science Fiction franchise would be *Star Wars*, but for game play purposes, we would place it as Science Fiction to comply with the above rules. All debates should be settled by a vote of the players and committed to future house rules.

Robots: Any robotic creature, including "Droids." A "Cyborg" is not a "Robot."

Fantasy: For the purposes of game play, this genre contains materials, books, television shows and films which take place in a Fantasy setting that includes recreationist/fictional history, magical elements, fictional creatures and the like. Examples of "Fantasy" would be: *The Lord of the Rings*, *Harry Potter*, King Arthur, and *Dragonlance*. A debatable Fantasy franchise would be *Masters of the Universe*, but for game play purposes, we would place it as Fantasy to comply with the above rules. All debates should be settled by a vote of the players and committed to future house rules.

Series/Serials: A "Serial" is any series of films, books, etc. that belong to each other in parts, sequels, trilogies or more. No serials are allowed in a valid list. For example, if *Back to the Future* is listed, then *Back to the Future, Part 2* cannot be listed. Spin-offs are allowed in a valid list (see **Spin-offs**, below). Reboots are considered part of a serial. For example, the film *Batman* and the film *The Dark Knight Rises* are considered serials and may not be used together in a valid list.

Spin-offs: A "Spin-off" is a book, television show, or film that is derived from another with an alternate storyline and/or cast. Spin-offs ARE allowed in a valid list. For example, if *Buffy the Vampire Slayer* is listed, then *Angel* may be listed too.

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

Named: A "Named" item is one that actually has a name. For example, if the challenge is to list a named fantasy sword, then "Excalibur" would be valid, but "King Arthur's Sword" would not. Unnamed items, like "the swords the Orcs carry in *The Lord of the Rings*" are also not allowed.

Mixing Instructions:

Geek Out!™ 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.



Check out **Geek Out!™ Pop Culture Party™** and **Geek Out!™ Family** for more geeky pop culture fun!



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Ultra•PRO
ENTERTAINMENT

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