Gear Up

a puzzling game for gearheads

1-4 players   **60** minutes   **12+** min age

COMPONENTS

⚙ 96 Double-sided cards
2.75" x 2.75" (70×70mm)

⚙ Scorepad

OVERVIEW

Gear Up delights gearheads who approach jigsaw puzzles like a competition.

In *Gear Up,* players take turns to draw cards from 2 randomly arranged stacks of cards. To win points, cards are placed adjacent to others to form complete gears whose design elements (shape, size and color) match. Once all cards are used or no one can play a card, the game ends and players tally their points. The player with the most points wins.

Gear Up is a highly replayable pattern recognition game having similar merits of dominoes & jigsaw puzzles. It can be competitively played by individuals or in teams, casually or as a timed challenge. *Gear Up* can be played as a solitaire-like activity by individuals who enjoy forming the most possible gears.

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From the creator of
A Journey With Strange Bedfellows
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AMAZING BENEFITS OF SOLVING JIGSAW PUZZLES

Solving jigsaw puzzles can benefit us all from the young to the elderly as they exercise and help to **train, exercise and maintain healthy brain function**.

Solving jigsaw puzzles improves abilities needed within many aspects of our lives as they help to **increase innovation, improve problem-solving and promote adaptiblility**.

⚙ Improved Memory

Reinforces existing connections between our brain cells.
Improves mental speed and thought processes.
Improves short-term memory which helps us remember shapes and colors
Helps us to visualize the "bigger picture" (the end goal) to figure out which pieces will
     fit together.

⚙ Better Problem-Solving

Increases the ability to creatively solve problems and to think critically which
     has great benefit both in the classroom and workforce.
Exercises our ablity to take different approaches to solve problems by trial and error.
Reinforces the value of formulating theories, testing hypotheses, and changing our
     perspective when something doesn't work out as expected.

⚙ Improved Visual-Spatial Reasoning

When solving a jigsaw puzzle, we must look at different pieces to determine where they fit within the larger picture. Doing this regularly improves our visual-spatial reasoning.

⚙ Better visual-spacial skills help with everyday tasks, including:

Organizing thoughts in order to think logically
Rapidly adapting to new situations
Driving a car (parking, switching lanes, etc.)
Packing; deciding how items can fit in boxes, suitcases, or the trunks of our cars
Using a map

⚙ Visual-spatial ability is important for...
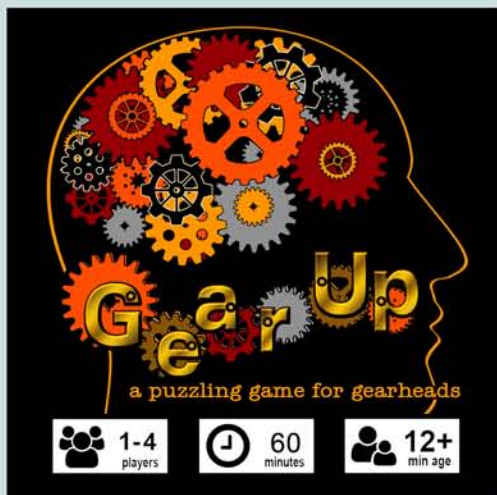
Architects
Engineers
Chemists
Artists
Surgeons
...any career field where problem-solving is valued.

**Play GEAR UP for a fun and entertaining way to
help support, maintain and train your brain!!**

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GEAR UP
Game play rules and score sheets

Print page 1, turn paper over then print page 2 on reverse. Carefully cut out play rule instructions and fold on the 3 vertical fold lines to form an <u>accordian style</u> booklet whose pages can be viewed in correct order.

Don't be a stranger... Just be strange !
(uniquely creative)

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LENGTH OF PLAY can be adjusted by varying the number of cards used in play.

Suggested number of cards for:

   2 Players = 48 cards
   3 Players = 60 cards
   4 Players = 72 cards

Other ways to play:

TIMED PLAY: Divide cards between Players or Teams of 2 players. Set timer for 3 - 15 miutes. Players (or Teams) race to form as many gears as they can. All cards are moveable; none are locked or removed. Player / Team with the most points wins.

TEAM PLAY: 4 Players (2 Players per team) sit across from each other taking turns to complete gears. Team with the most points wins.

SOLITAIRE: Play casually or timed to form as many gears as possible

[7]

GEAR SHAPES & RELATIVE SIZES

Small gear shapes

Medium sized gear shapes

Large sized gear shapes

Formed by 2 cards

Formed by 4 cards.
Once formed, these cards are immediately removed from play [8]

SET UP: Gear Up

Includes 72 double-sided cards & Play instructions booklet

1. Shuffle cards.

2. Divide the cards into 2 stacks.

3. Each player draws 2 cards from any stack.

4. Players count ALL the perfect gears they can form using these 2 cards (both sides). Player with the most gears plays first. (Tied Players draw another card & recount gears.)

5. Players discard all cards to bottom of stacks.

6. To begin game, first Player places one random card from any stack in center of play area, draws 2 cards from any stack and plays their turn.

7. Players take turns in clockwise order, drawing 2 cards from any stack to begin their turn. [1]

SCORING SHEETS
Cut out to make 2 double-sided scoring sheets

Gear Up Scoring

Size	GEARS		Multiply by	SUB TOTALS
SMALL			x1	
MEDIUM			x2	
LARGE	2 CARDS / 4 CARDS		x3	
	PERFECT GEAR BONUS		x5	

GRAND TOTAL

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Gear Up Scoring

GEAR UP
Game play rules and score sheets

Print page 1, turn paper over then print page 2 on reverse. Carefully cut out play rule instrutions and fold on the 3 vertical fold lines to form an <u>accordian style</u> booklet whose pages can be viewed in correct order.

Goal: Place cards next to others to form complete gears whose shapes, sizes and / or colors match to earn points. With all placements, any edges that touch must have at least 1 matched element.

Scoring: 1 point is earned for each matched element. A "perfect" gear's elements match exactly.

Examples:
PERFECT GEARS
1 small & 1 medium perfect gear each earn 3 points + 1 bonus point (8 total points) and locks those cards in place which cannot be switched or exchanged in future play.

LARGE GEARS formed by 4 cards. Record points earned then <u>immediately remove</u> these 4 cards from the game.
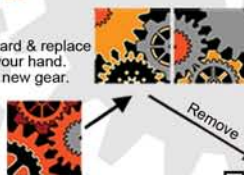

Medium size gear formed but size but non-matching shapes earns 2 points.

1 small & 1 medium gear with non-matching colors but matching shapes earns 2 points each (4 total points).

EXCHANGE
Remove 1 played card & replace it with 1 card from your hand. Record points from new gear. Draw 1 card.

Remove

SWITCH
Move any card to another location to form new gears. Earn points from new gears formed.

During your turn, do one of the following:

1. Play 1 card to form a gear. Record points & draw a card. Turn ends. **OR...**

2. Replace 1 card for 1 that has been played to form new gear; remove "old" gear card from game, record points & draw a card. Turn ends. **OR...**

3. Switch 2 played cards (as long as both cards each form a new gear). Record points from both cards. Turn ends. **OR...**

4. Play 2 cards to form large gear. Record score, remove the (4) large gear cards from game & draw 2 cards. Turn ends. **OR...**

5. Demonstrate you cannot play, discard 1 card into deck then draw new card & play it. Turn ends **OR...**

6. Demonstrate you cannot play when card stacks are depleted; pass your turn until you can play.

GAME ENDS when no Player can play, there are no more cards in stacks, or time is up.

End Score Tally: Multiply medium gear points by 2; large gear points by 3; perfect gear points by 5. Add up subtotals for Grand Total. Player with most points wins. (Download free printable score sheets from website below.)

ℕow...

Look at all the other fun things at...

www.a-strange-journey.com

SCORING SHEETS
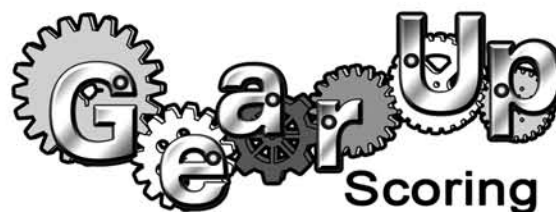### Cut out to make 2 double-sided scoring sheets

Scoring

Size	GEARS	𝍸𝍸𝍸	Multiply by	SUB TOTALS
SMALL			x1	
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