



ESTIMATRIX Spectrum

A R T

M I X

LEGEND

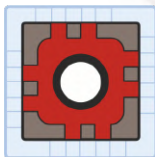
ESTIMATRIX Spectrum is a fast association game that forces you to think in unusual ways. Imagine that the whole world is made up only of colours. Are you able to use this language to communicate with others?

You'll alternately take on the roles of Kvanter, who specifies hints, Estimator, who tries to guess colours, and Negater, who makes it difficult for others to reach their goal.

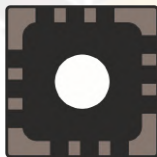
COMPONENTS

- 6x Puzzle (6 sets of 6 letters)
- 6x Coloured dice
- 1x Negater die (dark)
- 1x Kvanter die (coloured)
- 1x Rulebook (collector's edition only)

1x Kvanter



1x Negater



6x Puzzle



6x Coloured dice



AIM OF THE GAME

The aim of the game is to get the letters from the other players and create the word MATRIX by using hints and guessing the colours. Whoever succeeds first wins.

GAME SETUP

1. Each player chooses 1 letter from the word "MATRIX" and receives all puzzle pieces with the chosen letter.
2. In a game of less than six players, some letters remain unchosen. Distribute these letters so that each player has 1 letter of each unchosen type.



Example: in a 4-player game, each player starts with 3 different letters: 6 pieces of the letter he/she chose at the beginning, + 1 piece of the 2 letter types left unchosen.

3. Each player receives 1 coloured die.
4. Select 1 player to start the game as the Negater – whoever last kept the night watch gets the Negater role. That player receives a dark Negater die.
5. The player to the left of the Negater starts the game as the Kvanter and receives a Kvanter coloured die.
6. The remaining players start the game as Estimators.

GAMEPLAY OVERVIEW

KVANTER

Each turn, one player becomes the Kvanter. That player first chooses one color, which no one may use this turn, by turning the Kvanter die with that color face up.



The colour can also be chosen randomly by rolling the Kvanter die.

Then the player gives a hint associating one of the remaining five colours on the Kvanter's die, sets the correct answer on the small coloured die so that others can't see it, and places the die hidden in his hand on the table in front of him.



There is no limit to the way you can hint to others. It can be a word, a sentence, a poem, a song, a quote from a movie, a pose, a movement, a drawing, simply anything.



Players can also agree to determine the type of hints allowed (e.g. pantomime, etc.) to make the game more challenging.

CHOICE OF COLOUR

The other players (Negater and Estimators) try to guess the hint by secretly setting their answer on a small coloured die so that the others can't see it, and placing the die hidden in their hand on the table.

The order of answering (Kvanter first and then the other players or vice versa) is determined by Kvanter.

Answers on the coloured dice remain hidden until all players have chosen their answer. Then answers are revealed and the turn is resolved.

NEGATER

The Negater also tries to guess the correct answer, but differs from the other players because this role remains with the player for two consecutive turns, and especially because the Negater, if he guesses the hint, prevents the other players from exchanging letters, but does not gain any letters himself.

RESOLVING THE TURN

After the players reveal their colours (answers), the following situations may occur:

- No one guessed Kvanter's hint (all players chose a different color than Kvanter) – no one gets any letters.
- Kvanter's hint was guessed by Negater – nobody gets any letters because Negater prevented the exchange.
- Kvanter's hint was not guessed by Negater and at least one Estimator has guessed it – Kvanter exchanges 1 of his letters with each Estimator who has guessed the colour.

If a player has to exchange a letter with another player from whom he / she has received a letter in previous turns, the exchange does not occur.



The exchange of letters takes place only between Kvanter and Estimator and not between two Estimators.



Note that Negater prevents exchanges between other players, but he/she does not gain any letters with his correct answer.

END OF THE TURN

If players have acquired a letter(s), they add it to their puzzle.

The role of Kvanter (including his die) is passed to the next player **clockwise**.



If this player is currently in the Negater role, he / she is skipped and the next player clockwise becomes the Kvanter.

The role of Negater remains with each player for two consecutive turns. If a player was already in the Negater role for a second consecutive turn, the Negater role (including his die) is passed to the next player **counterclockwise**, who becomes the Negater for the next two turns.



If both roles are to be passed to the same player, the Negater role has priority and the Kvanter role will skip that player.

EXAMPLE OF A TURN

The Kvanter turns his die with the white colour facing up (so the white colour must not be used in this round) and specifies the hint: "*What colour is the dominant colour on the title page of the Estimatrix rules.*"

After the players reveal their answers, the situation is as follows:

Kvanter (M) Negater (A) Player 3 (T) Player 4 (R) Player 5 (I) Player 6 (X)



Only player 3 and player 4 guessed the colour, therefore Kvanter exchanges his letters with them, getting a "T" and an "R". Player 3 gets "M" as well as player 4, who also gets "M". Players 5 and 6 did not guess the hint, so Kvanter cannot exchange his letter with them, and they get nothing.

If the Negater would have guessed blue, none of the players would have gained any letters, because Negater would have prevented the exchange.

END OF THE GAME

Once any player succeeds in completing the entire "MATRIX" puzzle, the game ends immediately and that player becomes the winner of the game. If more players succeed within one turn, they share the victory.

ADVANCED GAME

The advanced game represents a new challenge. The difference from the basic game is as follows: If a player has to exchange a letter with another player from whom he / she has already received a letter in previous turns, the players in question must return the letters, which delay them from their goal. This creates a completely new game situation, as sometimes you will be forced to intentionally not guess Kvanter's hint.

CREDITS

- Game designer: Matyáš Veselý
- Testers: Šimon Veselý, Nezmar a spol.
- Graphic design: Matyáš Veselý
- Rulebook editing and translation: Vladimír Dražil
- Producer and publisher: MATY MOVES – www.matymoves.com

SPECIAL THANKS

Special thanks to my wife Monica, who called the first version (just mutual hypnotizing without any hints) a complete nonsense and thus moved the game forward.

The image features a vibrant, multi-colored marbled background with swirling patterns of blue, yellow, green, and purple. In the center, there is a light beige rectangular area with rounded corners, outlined in black. This area is divided into six interlocking puzzle-piece shapes that form the word "MATRIX". The letters are white with black outlines. The top row contains the letters "M", "A", and "T", and the bottom row contains "R", "I", and "X".

M A T
R I X