basic rule stuff

1. one player uses public transit to get to a hiding spot (ein spieler nutzt öffis um sich an einem ort zu verstecken)	hiding period: 90 minutes hiding zone: 500m from a train station
2. the other players work together to find them by asking questions about their location, chosen from 6 question categories (die anderen spieler arbeiten zusammen und dürfen fragen aus 6 kategorien über deren verstecksort fragen)	time to answer question: 5 minutes photo question: 10 minutes if they can't, the hiders time is paused until they answer and they don't get to draw any cards the seekers can ask questions more than once, but the hiders reward doubles every time
3. each time the hider answers a question, they draw cards from the hider deck. these cards give them advantage in the game (jedes mal wenn ein versteckter eine frage beantwortet bekommt er karten aus dem versteckerstappel. diese karten bringen vorteile)	hand limit: 6 cards (if you go over you may discard or play immediately)
4. once the hider is found by the seekers, another player hides	
5. at the end, whoever hid the longest wins	

berlin specific stuff

u-bahn - 9 linien, 175 stationen
s-bahn - 16 linien, 168 stationen
straßenbahn - 22 linien, 814 haltestellen
bus - 201 linien, 6770 haltestellen
meine meinung: nur s-bahn. oder nur s und u-bahn. bus und straße-nbahn nicht

berlin specific stuff (cont)

game from 10-6? rest period of 16 hours
Our admin districts: 1st. City 2. Bezirk (12) 3. Ortsteil (97)
game size: medium
starting point: alexanderplatz?

hiders deck - time bonuses

- time that is added to the hiders end time
- only count if they are in the hiders hand at the end of the game
- MEDIUM size game

hiders deck - powerups

veto	do not answer a question posed by seekers (the question still counts as asked), do not draw cards from the hider deck
randomize	seekers must randomly choose another question within that category (w dice) and that gets automatically asked instead. the original question doesn't count as asked
discard 1, draw 2/discard 2, draw 3	can be played at anytime without informing the seekers
draw 1, expand hand size by 1	can be played at anytime without informing seekers
duplicate	duplicate any card in your hand at any time, if it is in your hand at the end of a round, duplicate a time bonus

Sponsored by **Readable.com**
Measure your website readability!
https://readable.com

hiders deck - powerups (cont)

move	seeker timer stops and hider moves to a new valid hiding spot, they must discard their whole hand and inform the seekers of their old spot. cannot be played in endgame

hiders deck - curses

- curses can be played at any time
- only one curse stopping the seekers from asking questions or taking transit at a time
- curses listed on pages 49-57

endgame

- once the seekers have entered the hiding zone and are no longer on transit the hider can no longer move. the hider must stay in a publicly accessible hiding spot
- no spots where it would be suspicious to stay or you would get kicked out (ex stores)
- must be within 3m of a marked path or road
- if it is not possible to answer a photo question because you cannot move "I cannot answer the question" is a valid answer and you still get the reward
- a hider is considered found when the seekers are within 2 m of the hiders and have seen them
- between rounds the new hider has 10 minutes to prepare, and the new seekers use this time to set up everything for the next round

things you need

seekers	- investigation book
hider	- hider deck - identify a bathroom in your hiding zone
both	- access to a rulebook - 2 dice - printed map per round - gps tracker app - enough food and water for the whole day - clothing for the weather - portable charger

map app info

- no google maps street view!! everything else on the internet is allowed
- familiarize yourself with the measure distance feature on google maps
- all hiders and seekers must use the same map app and have phone in the same language
- anywhere with 5 or more reviews on google maps is considered legitimate for answering questions such as zoos, amusement parks, etc
- it is the seekers responsibility to clarify what they mean in a case where it could be unclear

seekers deck - matching questions

"is your nearest ____ the same as my ___?"

valid answers: yes or no

if locations are not in the games boundaries, then players must act as if they do not exist

draw 3 keep 1

specific rulings about the categories of questions rule book page 17-22

seekers deck - measuring questions

“compared to me, are you closer or further from ___?”

valid answers: yes or no

if locations are not in the games boundaries, then players must act as if they do not exist

draw 3 keep 1

specific rulings about the categories of questions rule book page 24-22

seekers deck - radar questions

“are you within ____ of me?”

valid answers: yes or no

draw 2 keep 1

specific rulings about the categories of questions rule book page 29-30

Sponsored by **Readable.com**
Measure your website readability!
https://readable.com

seekers deck - thermometer questions

“after traveling ____, am i hotter or colder?”

valid answers: hotter or colder

seekers inform the hider of their original location before traveling and then of their new location after traveling, hider answer with which location is closer to their current location

draw 2 and keep 1

1 km, 5 km, 15 km

seekers deck - photo questions

“send me a photo of ____”

valid answers: a photo that meets the specifications or “i cannot answer the question” (in the case that it does not exist in the hiding zone)

10 mins to answer

All photos must be sent in your phones normal aspect ratio

draw 1, keep 1

specific rulings about the categories of questions rule book page 32-35

seekers deck - tentacle questions

“within ___ km of me, which ___ are you nearest to? (you must also be within ___)”

valid answers: the name of the location requested or “i am not in reach”

draw 4, keep 2

museums, libraries, movie theaters, hospitals within 2 km

Sponsored by **Readable.com**
Measure your website readability!
https://readable.com