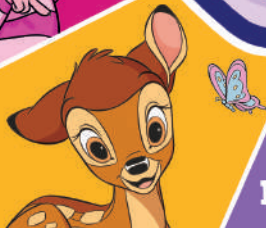


Disney EDITION

Kids!



THE SMART
PARTY GAME



RÈGLES DU JEU • RULES OF THE GAME • REGLAS DEL JUEGO
SPIELANLEITUNG • SPELREGELS • REGOLAMENTO

RULES OF THE GAMES

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CONTENTS:

90 cards (74 test cards, 6 touch challenge cards, 10 raised touch cards), 6 brain puzzles (24 pieces).

AIM OF THE GAME:

All players compete against each other using the 8 different tests that exercise different brain functions. The first player to collect 4 puzzle pieces and complete their brain puzzle is the winner.

SETUP:

Lay the 10 touch cards face-up onto the table. All players then look at these and feel them for 30 seconds. After this time, collect the cards and set them aside face-down. Shuffle the remaining test and challenge cards together into a single stack, and place these face-down in the centre of the table. The upcoming test is shown on the back of each card (the tests are described below).

PLAYING THE GAME:

The youngest player starts by turning over the top card from the centre stack. All players then look at the card and try to find the correct answer. When a player thinks they have found the answer, they immediately place their hand over the card.

They say their answer and then uncover the card to see if it is right. Remember, a player is only allowed to give one answer for each card.

RIGHT ANSWER:

The player takes the card and places it in front of them, face-down. A player may have no more than 4 cards at any time. If a player wants to keep a card they have just won but they already have 4 cards, then they must discard a card. If a player wins **2 cards of the same type** (same symbol on the back), then they can exchange these for a puzzle piece.

WRONG ANSWER:

If the answer is wrong, the card is discarded and the player cannot give an answer in the next round.

GAME OVER:

The first player to **complete their brain puzzle** wins the game.



NB: In a 2 player game, if a player gives an incorrect answer, the card is not discarded but is instead awarded to the other player. Play then continues as normal.

DESCRIPTION OF THE 8 TESTS:



1 - Reflection

Which shape is the correct reflection?

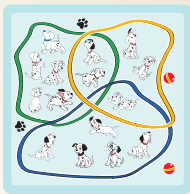
(e.g. opposite: shape 1 is the reflection of the character shown in the mirror.)





2 - Lasso

What is the colour of the lasso containing the most characters? (e.g. opposite: the green lasso contains the most characters.)



3 - Memory

Cover the card and, without removing your hand, name the 4 characters on it. (e.g. opposite: Marie, Dumbo, Pumbaa, Thumper.)

You can also describe the characters if you don't know their names. (e.g. opposite: a cat, an elephant, a warthog and a rabbit.)



4 - Maze

If you follow the pathway from the character in the top left corner, which character does it lead you to?

(e.g. opposite: Simba's pathway leads him to Timon.)
You can also say the number instead of the character.
(e.g. opposite: the path leads to number 2.)



5 - Mix Up

Which character is the odd one out?

(e.g. opposite: Bambi is the odd one out.)

You can also describe the character if you don't know their name.
(e.g. opposite: the deer is the odd one out.)





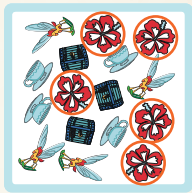
6 - Duplicates

Which character or object on the card is repeated?
(e.g. opposite: The cube is present twice.)



7 - Frequency

Which object appears the most often on the card?
(e.g. opposite: the flower appears 5 times.)






8 - Touch Challenge

This card allows the player that won the previous card to go for the touch challenge. The other players choose a card from the pack of 10 touch cards and hand it, face-down, to the challenger. The player then has 10 seconds to try and guess which object or texture is on the card using only their sense of touch. There is only one answer. (e.g. opposite: treasure chest.)



If the answer is right, the player wins another puzzle piece. The touch challenge card is then returned to the deck. If the answer is wrong, the game carries on as before with the next card in the centre stack.

NOTES:

-  If a player gives a wrong answer they put the Challenge card back in the stack and shuffle it again.
-  If there are two of the same challenge cards in a row, put the second card back into the stack and shuffle it.
-  The 10 raised textures are: buttons - pasta - seashells - key - acorn - treasure chest - accordion - sunglasses - bow tie - leaves.

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