



GAME RULES

MIND WHALE

✿ KORYO AKIYAMA + YUSEI KOZU

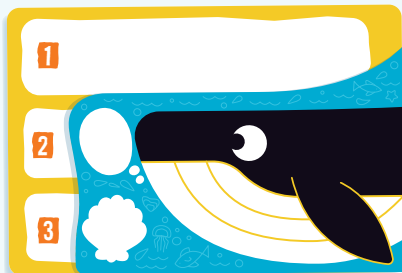
✍ JÉRÔME SOLEIL

FIND THE HIDDEN WORDS!

**YOU ONLY KNOW THEIR FIRST LETTERS...
AND THAT THEY ARE SUCCESSIVELY
CONNECTED TO EACH OTHER.**

COMPONENTS

- 1 board
- 1 dry erase marker
- 1 sand timer (60 seconds)
- 100 Word cards
- and these rules!



On the board, there are three spaces for words.
The board can be opened so that the connections remain secret.
The first word **1** is the word given by the Words card.
These rules refer to it as the **given word**.

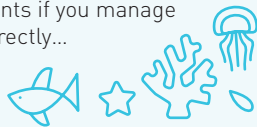
The second word **2** is a word that must be thematically connected to the given word. These rules refer to it as the **Bubble word**.

The third word **3** is a word that must be thematically connected to the Bubble word. This is the word the players want to find if they want to gain points. These rules refer to it as the **Seashell word**.

GOAL OF THE GAME



In Mind Waves, a player finds **two successively connected words**, first based on the given word and moving their way down, and revealing only the first letters of the Bubble and Seashell words. The other players must find the **Seashell word** with the help of the first letters of each of those words.
If you guess right, you get Word cards to represent your points.
When you write the words, you gain points if you manage to have the Seashell word guessed correctly...
but not too quickly!





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SETUP

- Shuffle the **Word** cards deck and place it, number side up, in the center of the table.
- Pick a first player who takes the board and the **dry erase marker**. You can choose randomly, or select the player who would be the best telepath. The player who has the board and marker is called the "Mind Whale".
- Place the **sand timer** in the center of the table.

The game can now begin!

GAMEPLAY

The game is played in **rounds**. During a round, the Mind Whale **has their connected words guessed by all the other players**. Once all players have been the Mind Whale once, the game ends.

4 or less players: if you play with 4 or less players and feel the games are a little too short for you, each player can be the Mind Whale twice instead of once.

ROUND



- The Mind Whale draws the top card of the deck. The **number** shown on the new top card of the deck points at a word on the card the Mind Whale just drew.

The Mind Whale writes that word in the given word space **1**.

- Then the Mind Whale secretly writes a word that is connected to the given word in the Bubble space **2**.

Finally the Mind Whale secretly writes a word that is connected to the Bubble word in the Seashell space **3**.

Please note that the Seashell word does not have to be connected with the given word!



Example: Mary is the Mind Whale this round.

She has Panda as the given word. She writes it on the board.

Panda could lead to Bamboo, Black, White, or Bear.

Mary chooses Bamboo as the Bubble word and writes it in the relevant space. After that, she connects Bamboo with Shoot.

She writes Shoot in the Seashell space.

- Then the Mind Whale closes the board, and reveals the second letter of the Bubble word. Only one letter from the Seashell word must be visible!



Example: Mary has closed the board and writes an A in the Bubble so that “BA” can be read as the beginning of the Bubble word.

- The Mind Whale shows the board, closed but legible, to the other players, then flips the sand timer.
- The players **must guess the Seashell word** based on the given word, the first two letters of the Bubble word and the first letter of the Seashell word. As long as the timer goes, each player can give **one and only one answer**. If a player gives the right answer, immediately proceed to the end of the round. If the timer runs out and the right answer has not been given, **whether everyone has given an answer or not**, the Mind Whale writes the second letter of the Seashell word in the matching space and flips the sand timer.
- The players who are guessing can make a second answer. This works the same way as the first sand timer sequence. If the Seashell word has not been found at the end of this second timer, proceed to the end of the round.

IS AN ANSWER AWFULLY CLOSE TO THE SEASHELL WORD?
ACCEPT IT AS A RIGHT ANSWER: ADMIT THAT THE DIFFERENCE
BETWEEN COLD AND CHILLY ISN'T THAT BIG. BE A NICE PERSON.

- ACRONYMS
- WORDS IN FOREIGN LANGUAGES
- WORDS THAT ARE INTENTIONALLY SPELLED WRONG
- REPEATING WORDS
- NAMES / PROPER NOUNS
- WORDS OF ONLY ONE OR TWO LETTERS

FORBIDDEN WORDS

END OF THE ROUND

There can be **three cases**
when the round ends:



- **A player has found the Seashell word on the first sand timer:** they gain the Words card of the round.
- **A player has found the Seashell word on the second sand timer (the first letter of the Seashell word has been revealed):** they gain a Words card from the deck and the Mind Whale gains the Words card of the round.
- **No one has found after two sand timers:** no one gains any points. The Mind Whale puts the card of the round back in the box.

Then the Mind Whale gives the board and dry erase marker to the player to their left. In other terms, **the player to the left of the Mind Whale becomes the new Mind Whale!**

A new round can begin.

END OF THE GAME

When every player **has been the Mind Whale once**, everyone counts the cards they have in front of them and the player with **the most cards** wins. In case of a tie, tied players share victory.

Reminder: if you are playing with three or four players, everyone can be the Mind Whale twice instead of once.



EXPERT MODE

After your first games of Mind Whale, you can use this variant to increase the difficulty! Now, you write only the first letter of the Bubble word for the first sand timer. When moving to the second sand timer, reveal and write the second letter of the Bubble word. The Seashell word will only ever have one letter!

CHALLENGES!

We think examples go a long way, so here are a few challenges to train you a little bit!

> answers on the back of the rulebook

Challenge #1	Challenge #2	Challenge #3	Challenge #4
PEPPER	ANKLE	STAR	ZOMBIE
B	TW	FA	S
C	P	W	B

CHALLENGE ANSWERS

Challenge #1 → Church (bell pepper, anyone?) • Challenge #2 → Plot (from Twist)

Challenge #3 → Wind (from Fan) • Challenge #4 → Bone (from Skeleton)



CREDITS

GAME DESIGNERS: AKIYAMA KORYO, KOZU YUSEI

ART AND LAYOUT: JÉRÔME SOLEIL

RULES AND TRANSLATION: MATHIEU RIVERO

FRENCH COMMS & MARKETING: MATTHIEU BONIN

FRENCH PROOFREADING: CAMILLE MATHIEU

AGENT: YANNICK DEPLAEDT

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