

Rules of the game

EN

Contents:

90 cards (74 Test cards, 6 Olfactory Challenge cards, 10 olfactory cards), 6 brain jigsaws (24 pieces).

Aim of the game:

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

Setup:

Lay the 10 olfactory cards on the table. The cards are studied for a few seconds and memorised by all the players (do not rub them at this stage) The pack of olfactory cards is then set aside.

Shuffle the Test and Challenge cards and put them into a single stack, face down, in the middle of the table.

The back of the card indicates the type of test to come (the tests are described below).

Playing the game:

The youngest player starts by turning over the top card in the centre stack. All players look at the card and try to find the answer.

When a player thinks they have found the answer, they immediately put their hand over the card. They give their answer and uncover the card to see if it is right. Remember, a player is only allowed one answer per round.

Right answer:

The player takes the card and puts 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 already has 4, they must give up one. When a player has **two identical cards** (same back), they can exchange them for a brain jigsaw piece.

Wrong answer:

If the answer is wrong, the player must give up the card and cannot give an answer during the next round.

End of the game:

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



Note: in a game with two players, if one gets the wrong answer, the card is not discarded but is awarded to the other player. Then play continues as normal.

Description of the 8 different tests:



1 - Orientation

Starting with the cube outlined in red, and following the arrows on the card, what is the color of the final cube?
(e.g. opposite: the answer is "blue")





2 - Colour tracking

Start with the picture outlined in red. The picture's background gives the clue to the colour of the animal in the next picture.
Cover the card and name the animal in the last (4th) picture.
(e.g. opposite: deer, kangaroo, dolphin; the answer is frog)



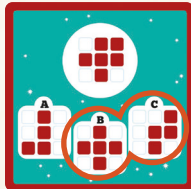
3 - Intruder

Which picture is the odd one out?
(e.g. opposite: shape A is the odd one out)



4 - Shape merge

Which two pictures overlap to form the picture in the middle?
(e.g. opposite: the answer is "B" and "C")



5 - Constellation

What is the colour of the constellation with the most stars?
(e.g. opposite: the right answer is "yellow")





6 - Coordination

Blue for the left hand and red for the right. Use the other hand to make the rock–paper–scissors sign that beats the only one of those symbols present on the card.
(e.g. opposite: the card shows “rock” with the right hand (red), so you must do “paper” with the left hand (blue) and strike the card with the right hand)



7 - Arithmetic

Find the answer to the equation, starting from a red number.
(e.g. opposite: the right answer is 5)



8 - Olfactory Challenge

This card allows the player who won the previous card to take on the olfactory challenge. They take the top card from the pack of olfactory cards, close their eyes, turn the card over and gently rub the picture with their fingertip. They put the rubbed part to their nose and then have 10 seconds to identify the smell on the card. There is only one right answer (e.g. opposite: chocolate). If the answer is right, the



player wins another brain jigsaw piece. The olfactory card is then returned to the bottom of the pack. If the answer is wrong, the game carries on as before with the next card.

Notes:

- ☞ If a player gives a wrong answer to the test before a Challenge card, they put the Challenge card back in the stack and shuffle it.
- ☞ If there are two Challenge cards in a row, put the second one back in the stack and shuffle it.
- ☞ The 10 olfactory cards are: vanilla, lavender, pizza, chocolate, mint, strawberry, pine, soap, cut grass and liquorice.

! IMPORTANT:
TO PRESERVE
THE OLFACTORY CARDS,
ONLY USE ONE AT A TIME
(RETURNING IT AFTERWARDS
TO THE BOTTOM OF THE PACK),
DO NOT SHUFFLE THE PACK
AND USE THE SAME FINGER
TO RUB DIFFERENT CARDS.