

Rules of the game

EN

Contents:

90 cards (74 Test cards, 6 touch Challenge cards, 10 raised touch 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 touch cards on the table. All the players look at them and feel them for about 30 seconds. The pack of touch 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 type of test to come when the card is turned is shown on the back (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 **2 cards the same** (same back), they can exchange them for a brain piece.



Wrong answer:

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

Game over:

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



NB: 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 types of test:



1 - Memory

Tap the card and, without removing your hand, name the 4 things on it (e.g. opposite: teddy bear, hat, cherries, lightning).





2 - Maze

Help the character to find their target (e.g. opposite: the cat can't remember the colour of the mouse it has to chase. Blue in this case).



3 - Odd one out

Which picture does not go with the others? (e.g. opposite: of the 4 foods, 3 are sweet, the burger is savoury so it is the odd one out!).



4 - Coordination

On the back of the card is a colour for each hand and a number for each finger. Once flipped, the card shows which finger or fingers in which hand you must place on the area shown in the picture (e.g. opposite: you must put the middle finger of your right hand on your forehead and tap the card with your other hand, that is the left).



5 - Duplicates

Which of the illustrations on the card is repeated? (e.g. opposite: the lightning is in duplicate).





6 - Frequency

Which image occurs the most often on the card?
(e.g. opposite: the blue crayon is shown 5 times).



7 - Reasoning

Which shape fits exactly into the main diagram?
(e.g. opposite: only the blue piece will fit into the diagram).



8 - Touch Challenge

This card allows the player who has 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 recognise the thing or the texture using only their sense of touch. There is only one answer (e.g. opposite: the strawberry).



If the answer is right, the player wins another brain piece. The touch challenge card is returned to the others.
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 again.
-  If there are two Challenge cards in a row, put the second one back in the stack and shuffle it.
-  The 10 raised textures are: towels - candy - cow - tennis ball - sand - footprint - snake - strawberry - tortoise - sea.