

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 over 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 of the same type** (same symbol on the 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 - Reflection

Which shape is the reflection of the mirror?
(e.g. opposite: shape 2 is the reflection of the mirror)





2 - Lasso

What is the colour of the lasso holding the most bulls?
(e.g. opposite: the lasso containing the most bulls is blue)



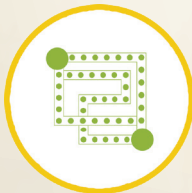
3 - Analysis

What colour are the 3 bottle tops making a horizontal, vertical or diagonal row?
(e.g. opposite: the 3 tops in a row are blue)



4 - Colour

Which item on the card is shown in its real colour?
(e.g. opposite: the item shown in its real colour is the egg, in yellow and white)



5 - Pathway

How many bananas will the monkey collect on its way to the crown?
(e.g. opposite: the monkey will pick up 7 bananas on its way to the crown)

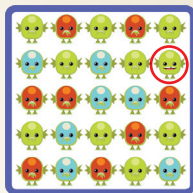




6 - Observation

Which colour is the odd one out?

(e.g. opposite: the grinning green monster is the odd one out)



7 - Combination

Which of the three shapes will complete the square by lining up the colours correctly?

(e.g. opposite: turned anticlockwise, shape 3 will complete the square correctly)



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: pumpkins).



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: Fish scales - Raspberries - Buttons - Dice - Tire - Butterfly - Keyboard - Pawns - Pumpkins - Beehive.