

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 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.

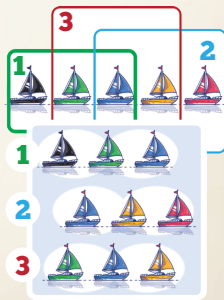
Description of the 8 types of test:



1 - Race

Based on the 3 simultaneous photos, which boat is on first place?

(e.g. opposite: the red board is first, followed by the yellow board, the blue one, the green one and then, the black one)

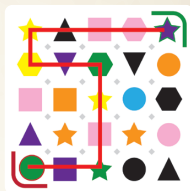




2 - The track

Starting on the shape in the green corner, how many movements are necessary to reach the object in the red corner? One movement is made in straight line and it's possible to change the direction on a shape or color identical to the previous one.

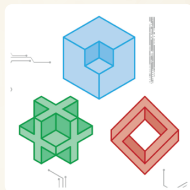
(e.g. opposite: starting on the purple star, 5 movements are needed to reach the green circle passing by the yellow star, yellow hexagon, green hexagon and green star)



3 - Impossible

Which color is the object impossible to realize in volume?

(e.g. opposite: the red object is impossible to realize)



4 - Proportion

Which shape has the biggest darker part in proportion?

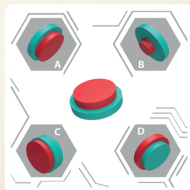
(e.g. opposite: the pink shape is $\frac{2}{6}$, so $\frac{1}{3}$ of his shape is darker, the green shape is $\frac{3}{5}$ darker and the blue shape is $\frac{2}{4}$, so $\frac{1}{2}$ of his shape is darker. It's the green shape which has the biggest dark proportion)



5 - 3D

Among the 4 objects on the corners, which one is identical to the one in the center?

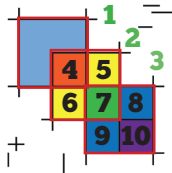
(e.g. opposite: the object A is identical to the one in the center)





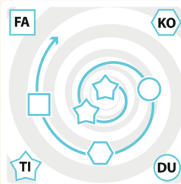
6 - Squares

How many squares can be found on the card?
(e.g. opposite: there is 10 squares in the picture)



7 - Code

Which is the code that can be found following the order of the symbols indicated by the arrow?
(e.g. opposite: the code is "TI-TI-DU-KO-FA")



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 texture using only their sense of touch. There is only one answer (e.g. opposite: Skull Cake).

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.



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: Skull cake - Vegan playa - DJ Dog - Flower power - Dancing queen - Cheeky pig - Dino market - Virtual hipster - Teddy bear - Kiwi styles - Virtual hipster - Teddy bear - Kiwi styles.

SOLUTIONS: 1.C 2.A 3.D 4.A 5.B 6.C 7.D 8.A 9.B 10.C 22.Red 23.Red 24.Black 25.Green 26.Yellow 27.Red 28.Blue 29.Green 30.Red 31.Blue 32.Blue 33.Blue 34.Blue 35.Red 36.Red 37.Blue 38.Purple 39.Green 40.Red 41.Green 42.Purple 43.3 44.6 45.7 46.4 47.5 48.2 49.4 50.5 51.3 52.6 53.Red 54.Green 55.Blue 56.Orange 57.Green 58.Orange 59.Pink 60.Red 61.Blue 62.Pink 63.Blue 64.10 65.10 66.8 67.8 68.7 69.6 70.11 71.9 72.7 73.8 74.5