



Contents

- 48 cards (Challenge side/Action side)
- 4 brain puzzles

Introduction

Ever feel like your head is in a jumble? Sometimes the engine that keeps you going can get mixed up and turned around. Exercise your brain, get your thoughts back on track and your Brain Cells connected in this fast-paced race! Think and act quickly to get your train of thought going full steam ahead.



Version 1 - Opponent's Choice

Object of the Game

The sliding puzzle (Brain puzzle) you are holding represents your brain, and the little squares on its border are your brain cells. You need to connect 2 of these cells together before you can perform a silly action.

Another player is going to decide for you which 2 cells you will have to connect in your brain. As soon as you have completed the right connection, just do the silly action on the card and you win the round! The first player to collect 10 cards wins the "self-control" challenge.

Set-up

- Each player takes 1 Brain puzzle and makes sure all the white tabs are positioned to cover the green squares.
- Shuffle the cards and set them in a pile in the center of the table, Action side up. The challenge side of the cards will not be used for this version.



- Slide any 2 of the 16 white tabs on the border of your Brain puzzle to reveal 2 green squares. These indicate the 2 Brain Cells that need to be connected during the race.
- Hand the puzzle you are holding to the player on your left. Now the game can start...

Playing a Round

- All the players play together!
- Slide the tiles on your Brain puzzles, think quickly and find a way to connect the green squares with a continuous red line.
- Once you have successfully connected the green squares, do your best to perform the action pictured on the card at

the top of the pile. The first to finish their puzzle and carry out the action wins 3 cards from the pile, the second wins 2 cards, and the third wins 1 card.

You need to find the way to link the green tabs. Once you have, put down your Brain puzzle and do the action on the card.

End of the Game

Be the first player to collect 10 cards and you win the game! In case of a tie, a new round is played.



Version 2 - Set Challenges

Object of the Game

This time a challenge card will show all players which of their Brain Cells they will have to connect together. But depending on the level of difficulty chosen, this could mean more than 2 Brain cells!!! This will have to be accomplished the same way as in the first version of the game.

IMPORTANT: you must connect the Brain Cells indicated on the challenge card (green squares) together and also make sure all the little Gear Wheels in your puzzle are in their pictured location on the card, once you have completed the connection!

Set-up

- Each player takes 1 Brain puzzle.
- Choose together the level of difficulty you want to play and keep the cards you decide to play with: the background color of the challenge cards indicates the level of the challenge (green = easy, orange = medium, red = difficult, black = expert).
- Shuffle these cards and set them in a pile in the center of the table, Action side up.

Now the game can start...

Puzzles with a set challenge

Challenge to solve

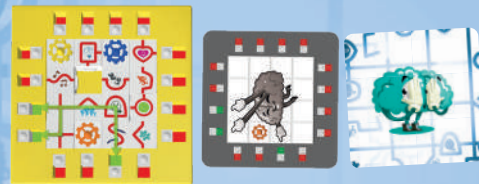


Action to perform

Playing a Round

All the players play together!

- The youngest player flips the top card and places it next to the pile, challenge side up. This side pictures your brain and how your Brain cells will have to be connected before you can perform the silly action pictured on the Action card now at the top of the pile.



You need to find the way to connect the 3 green tabs. Once you have done this, put down your puzzle and do the action on the card.

- First, slide the tabs on the border of your Brain puzzle, so that they match the green squares on the border of the flipped card. You can then better visualize the connection you need to complete.
- Then, slide the tiles on your Brain puzzle, think quickly and find a way to connect the green squares together with a red line.

- Once you have successfully connected the green squares, do your best to perform the action pictured on the card at the top of the pile. The first to finish their puzzle and carry out the action wins 3 cards from the pile (or the discarded pile), the second wins 2 cards, and the third wins 1 card.

End of the Game

Be the first player to collect 10 cards and you win the game! In case of a tie, a new round is played.

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