The team that gives the most correct answers and collects the heaviest brains is the winner.

HOW TO WIN

• Play alternates between teams. After all players on each team have had one turn, the round is complete.

THE CARDS

• Cards: Sort the cards into five piles (Compute, Memorize, Analyze, Think, and Identify). Shuffle the decks (keeping them separate) and place them into one of the scale dishes. The team whose collective brains are the heaviest (i.e. the arrow on the face gear moves closest to the box that shows the heaviest object) should take four points. The team whose collective brains are the heaviest (i.e. the arrow on the face gear moves closest to the box that shows the heaviest object) wins the game.

REMEMBER:

For each card that is answered incorrectly or passed, one chip is subtracted from the total number of chips awarded. On cards that have two questions, chips are ONLY awarded if both questions are answered correctly.

NOTE:

There are three different sizes of chips, so be sure to only take the color chip that corresponds to the category that was answered. For each card answered incorrectly or passed, one chip is subtracted from the total number of chips awarded. On cards that have two questions, chips are ONLY awarded if both questions are answered correctly.

• If a player answers any of the questions incorrectly, no chip is awarded.

• If a player answers all the questions incorrectly, one chip is awarded.

THE TIMER

Each player has 30 seconds to complete as many questions as possible.

THE BRAIN-O-METER SCALE (SCORING)

Play is completed after each player has five turns. Once all players have completed their turn in order, each team combines its players’ chips and places them into one of the scale dishes. The team whose collective brains are the heaviest (i.e. the arrow on the face gear moves closest to the number four) wins the game.

HOW TO WIN

The team that gives the most correct answers and collects the heaviest amount of chips, according to the Brain-O-Meter Scale, is the winner.

See our entire line of games and puzzles at: www.bigbrainacademy.com

OBJECT

• The team with the heaviest brain, according to the Brain-O-Meter Scale, after five rounds of play.

HOW TO PLAY

• Divide into two teams.

• The oldest player in the group goes first (Player 1 on Team 1).

• Player 1 draws a card from the top of the card deck and reads the question aloud. The other team will try to answer the question. If the other team answers correctly, add a chip to their scale. If the other team answers incorrectly or passes the question, subtract a chip from their scale.

• Player 1 moves the three sample cards on the Category Revealer. The cards are arranged in order to play the different types of cards within each category.

• Player 1 has 30 seconds to correctly complete as many cards as possible. Another player on Team 1 may flip over cards for Player 1 to help him answer the questions. The answers can be seen using the red revealer.

NOTE:

For each card that is answered incorrectly or passed, one chip is subtracted from the total number of chips awarded. On cards that have two questions, chips are ONLY awarded if both questions are answered correctly.

• If a player answers any of the questions incorrectly, no chip is awarded.

• If a player answers all the questions incorrectly, one chip is awarded.

THE CHIPS

• Cards: Sort the cards into five piles (Compute, Memorize, Analyze, Think, and Identify). Shuffle the decks (keeping them separate) and place them face down. For each card answered incorrectly or passed, one chip is subtracted from the total number of chips awarded. On cards that have two questions, chips are ONLY awarded if both questions are answered correctly.

• Score Chips: Place the score chips on the scale dish corresponding to the category that was answered. Score chips are added to the scale dish corresponding to the category that was answered.

• Dry Erase Pen: Place the dry erase pen next to the chips.

• Sand Timer: Place the sand timer next to the chips.

THE SET UP

• Spinner: Snap the spinner into place on the spinner card.

• Brain-O-Meter Scale: See diagram below for assembly.

• Cards: Sort the cards into five piles (Compute, Memorize, Analyze, Think, and Identify). Shuffle the decks (keeping them separate) and place them face down. For each card answered incorrectly or passed, one chip is subtracted from the total number of chips awarded. On cards that have two questions, chips are ONLY awarded if both questions are answered correctly.

• Score Chips: Place the score chips on the scale dish corresponding to the category that was answered. Score chips are added to the scale dish corresponding to the category that was answered.

• Dry Erase Pen: Place the dry erase pen next to the chips.

• Sand Timer: Place the sand timer next to the chips.

THE CARDS

• Cards: Sort the cards into five piles (Compute, Memorize, Analyze, Think, and Identify). Shuffle the decks (keeping them separate) and place them face down.

NOTE: If this is not your first time playing, make sure all the marks have been erased from the cards.

• Category Reference Guide: Separate each category’s instructions by horizontal line. Draw in a new horizontal line so that the animal on the horizontal line must cross over the box that shows the heaviest object.

• Pathfinder: The animal at the top of the “ladder” moves down the path and must cross over the other vertical line (one time only) before reaching the bottom of the box that shows the heaviest object.

• Animal Lines: Animals in the grid can be traced through more than once to complete the grid. The answers can be seen using the red revealer.

• Missing Link: The answers can be seen using the red revealer.

• Animal Lines: Animals in the grid can be traced through more than once to complete the grid. The answers can be seen using the red revealer.

• Missing Link: The answers can be seen using the red revealer.

• Animal Lines: Animals in the grid can be traced through more than once to complete the grid. The answers can be seen using the red revealer.

• Missing Link: The answers can be seen using the red revealer.

• Animal Lines: Animals in the grid can be traced through more than once to complete the grid. The answers can be seen using the red revealer.

• Missing Link: The answers can be seen using the red revealer.