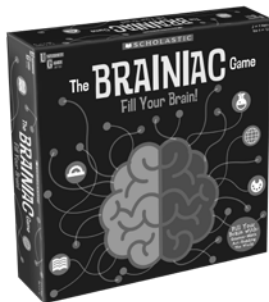


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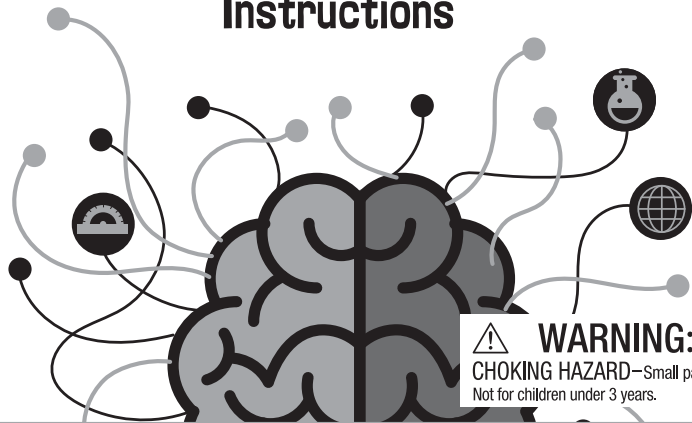


Ages 6 and Up
2 to 4 Players



The BRAINIAC™ Game

Instructions



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.

Object

Be the first player to collect the letters S-M-A-R-T by correctly answering questions in five different subjects.

Contents

- 11 Science Question Cards
- 11 Math Question Cards
- 11 Arts Question Cards
- 11 Reading Question Cards
- 10 The World Question Cards
- 20 Letter Scoring Tokens

Set-Up

There is no board in this game, only cards. The cards are divided into five subjects:

S – Science M – Math A – Arts R – Reading T – The World

The questions are further divided by grade level so that each child is competing equally.

On each card, there is a first grade, second grade, third grade, fourth grade, fifth grade and sixth grade question.

1. Place the colored Letter Scoring Tokens within easy reach.
2. Shuffle the cards and place them in a stack with the question side facing up.
3. Sit according to grade level. The youngest player should sit down first, then the second youngest player should sit on the youngest player's right, etc. The oldest player should end up on the youngest player's left. This seating arrangement will allow players to read questions close to their own grade levels.
4. Suggestion: Have a pencil and paper ready – you might need them.

Starting the Game

To start, the youngest player goes first.

Choosing a Question

The player to the right of the youngest player (the Reader for this turn) picks up the top card from the stack and reads the question that matches the grade of the youngest player. Each card has six questions (grades 1-6). The numbers correspond to grade levels. If it is summertime, players will answer questions for the grade they just completed. All players in junior high or older must answer 6th grade questions.

Tips for Reading Questions

There are two types of questions in the game that Readers should take special care in reading:

1. Questions that include an underlined space (____): Players will fill in missing words for questions with an underlined space. Readers should say "blank" whenever the underlined space appears so that players will know where the missing word(s) belong.
2. Questions that have letters with dashes between them (for example, M-A-R-S): Questions that include letters with dashes usually deal with spelling. When Readers see dashes, they should say each letter separately.

Answering Questions

When a player answers correctly:

- S/he collects a Letter Scoring Token of the same color as the subject.
- If the player already has a Letter Scoring Token of that color, s/he may choose to answer one more question on this turn (the Reader picks up the next card). If the player also answers the second question correctly, s/he may select one color token from any category as a reward. No player may answer more than two questions per turn.

If the player answers incorrectly:

- His/her turn is over. The Reader places the question card on the bottom of the pile.

Special Rules/Bonuses

The first player to spell any of the following words with his/her tokens at the start of his/her turn (each player can only try to spell one word per turn) earns the following bonuses:

S-T-A-R: The player gets a bonus turn.

A-R-M: The player may take one letter of his/her choice from another player.

S-A-T: The player gets to choose which category to answer on his/her next turn.

Continuing to Play

Play passes to the right, with the responsibility for being the Reader also passing to the right.

Finish

The first player to collect all of the letters to spell S-M-A-R-T (one Letter Scoring Token from each of the five subjects) wins the game.