

AGES 8+ | 2+ PLAYERS



CONTENTS

128 CHALLENGE CARDS
that include 3 Categories:

Puzzling Pictures (48 cards)
Brain Benders (48 cards)
Body Language (32 cards)

1 Card Holder
1 Game Board
6 Colored Pawns

OBJECT

Play as teams and work together to answer mind-bending challenges in this CEREBELLUM SHOWDOWN! The first team to reach the FINISH space wins!

On your turn, will you play the card you've been dealt, or will you take your chances with the luck of the draw?

The more difficult the challenge, the more spaces you can move ahead!
YOU DECIDE!

SETTING UP

- Open the game board and place it in the middle of the group.
- Shuffle the deck of Challenge Cards. Make certain that all cards are facing the same way.
- Randomly choose 3 cards and place them in the box top. This is the start of the DISCARD PILE.
- Insert the shuffled Challenge Cards into the card holder so that the CATEGORY and LEVEL OF DIFFICULTY headings are visible at the top. (as shown)



- Players should divide into fair teams. There is a maximum of 6 teams. Individuals may play as their own team, if they dare!
- Each team selects a pawn and places it on the START space.
- The team with the youngest player takes the first turn!

ON YOUR TURN

1. As a team, look at both the CATEGORY and LEVEL OF DIFFICULTY of the front card in the card holder. Your team must decide to either **PLAY** that card or **PASS** on that card - and play the next one in the deck.

A **Level 4** card is the hardest, but it moves you 4 spaces. A **Level 1** card is the easiest, but it only moves you 1 space. Tough decision! Remember, you are not allowed to peek and see what card is next!

- IF YOUR TEAM CHOOSES TO **PLAY THE CARD** - any opposing player draws that card and reads the challenge question to your team.
 - IF YOUR TEAM CHOOSES TO **PASS ON THE CARD** - any opposing player will remove that card (without looking at it) and place it into the Discard Pile in the box top. They will then draw the next card and read the challenge question to your team.
2. The player that reads the challenge question out loud must hold the card up so your team can clearly see the picture on the front of the card.
 3. Your team must work together to answer the challenge question as stated on the card:
 - IF YOUR TEAM ANSWERS **INCORRECTLY**, or loses the challenge, then your pawn remains on that space until your next turn.
 - IF YOUR TEAM ANSWERS **CORRECTLY**, or successfully completes the challenge, move your team's pawn the number of spaces equal to the card's LEVEL OF DIFFICULTY. More than one pawn may occupy the same space.

If the pawn finishes moving on a **SPECIAL** space on the game board then you will follow those rules at the beginning of your next turn. (SEE SPECIAL SPACES)

4. Whether you win or lose the turn, that card is placed in the back of the deck in the card holder (not the Discard Pile) and the turn is over. The team to the left begins their turn.

WINNING THE GAME

The first team to reach the FINISH space wins!

SPECIAL SPACES ON THE GAME BOARD

If your team's pawn is on any of these spaces at the START OF A TURN, then follow these rules on how to play that turn:

DISCARD DESTINY

Your team must choose a card - WITHOUT LOOKING - from the Discard Pile in the box top to play for the turn.

FREE WILL

Your team is allowed to peek at the CATEGORY and LEVEL OF DIFFICULTY of the 1st AND the 2nd card in the deck to compare and choose which one they'd like to play. The card that was not chosen is placed into the Discard Pile in the box top. DO NOT peek at the image or question on either of the two cards!

PEER PRESSURE

The opposing team is allowed to peek at the CATEGORY and LEVEL OF DIFFICULTY of the 1st AND the 2nd card in the deck and THEY DECIDE which card your team MUST play. The card that was not chosen is placed into the Discard Pile in the box top.

QUANTUM LEAP!

Follow the arrow and leap forward or backward - depending on where your pawn lands - and play the turn as normal.

QUESTIONS OR COMMENTS? VISIT buffalogames.com