

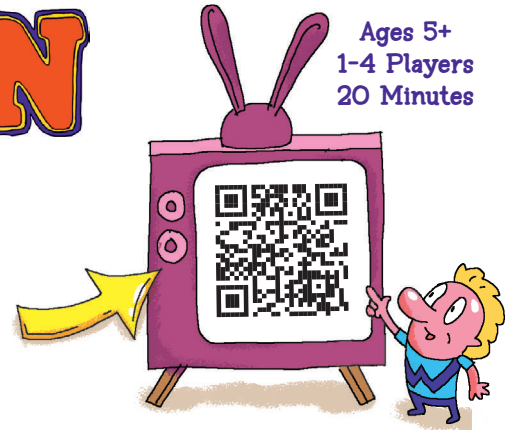


BIG BRAIN DETECTIVE GAME



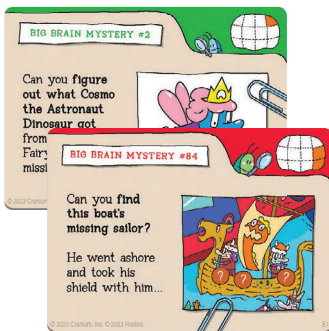
Ages 5+
1-4 Players
20 Minutes

Watch the video to learn how to play,
or continue reading these instructions!
funkogames.com/PlayBigBrain



SETUP

- 1 Put together the four Big Brain Map sections.
- 2 Place the Detective Board nearby.
- 3 Mix up the tokens with the numbers face down. Place them near the Detective Board.
- 4 Count out five Mystery Cards and place them in a pile with the questions face up. Return the rest of the cards to the box.



GREEN CARDS are great for all ages.

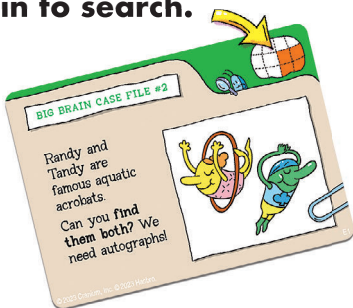
RED CARDS are a little trickier, so are best for ages 7+.

With Younger Players: Instead of reading the question on the front, try flipping these cards over and just searching for the picture on the back before time runs out.

MYSTERY CARDS

Each card has a question to answer or something to find. Be sure to read the question carefully, because sometimes what you're looking for is different than what's shown on the card. You'll need to do some sleuthing!

The Mini Map shows what area of Big Brain to search.



CONTENTS:

Big Brain Map in Four Sections, Detective Board,
150 Mystery Cards, 10 Tokens, Sand Timer, Instructions

OBJECT

Work together to investigate the mysteries all across Big Brain! As you search the map and solve puzzles, you'll score tokens. When the game ends, if your score is 20 or more, all the players win!



HOW TO PLAY

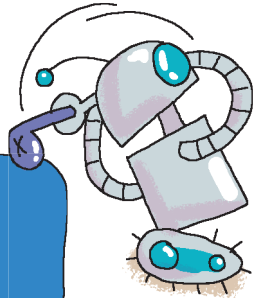
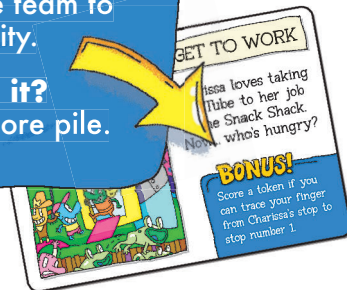
- 1 DRAW A CARD**
Read it out loud, but **don't flip the card over yet!**
- 2 START THE TIMER AND SEARCH**
All players are on the same team and help look for the answer.
- 3 CHECK YOUR ANSWER**
When the team thinks they have the answer, or time runs out, flip the card over. **Did you find the answer?** If not, look for it now!
- 4 CLOSE THE CASE**
Place the card on the Detective Board. If the team found the answer before time ran out, add one token to the score pile, but **don't flip the token over yet!**



BONUS!

Whether you found the answer in time or not, you have another chance to score! Take as much time as you need for the team to do the Bonus activity.

Did the team do it?
Add one token to the score pile.



END OF THE GAME

When you've finished investigating the five Mystery Cards, the game is over. Flip over all the tokens in the score pile. If they add up to 20 or more, all the players win!

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