

Looking for new challenges?
Try out Brains for solo players!



😊 Each box offers a different, compelling theme!



😊 Simple rules, intriguing logic riddles!



😊 50 puzzles each, with ascending difficulty!

Available in any well-assorted brick & mortar store!

Credits

Designer: Reiner Knizia | Illustration und Graphics: Andreas Resch

Graphicdesign: Jens Wiese | Realisation: Stefan Stadler und Thygra Spiele | Translation: Neil Crowley

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Reiner Knizia and Pegasus Spiele thank Sebastian Bleasdale for contributing to the development of this game with its many different adventure boards.

Playing is Passion!
www.pegasus-web.com



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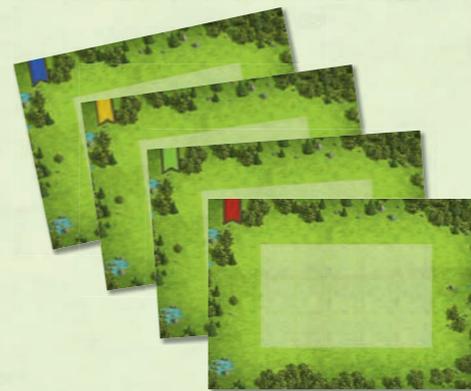
BRAiNS

FAMILY

What's it about?

Discover the path to all the mysterious castles. The first to complete this adventure receives a medal, but then expectations rise, and in the end, only the hero who defeats all the dragons can receive a third medal and so win the game.

What's inside?



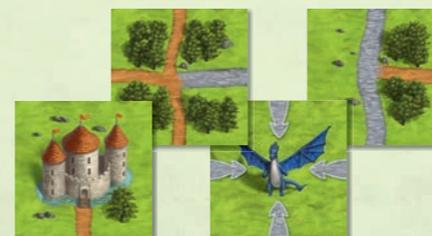
4 hero boards



4 hero figures



9 medals



60 terrain tiles – 15 per hero
(backs of tiles in the player colors)



50 adventure boards

How do we get ready?

Shuffle the adventure boards and place them as a face-down deck in the middle of the table. Each player takes 1 hero board, along with 1 hero figure and its corresponding terrain tiles.

Place your terrain tiles face up in front of you. Place the medals within easy reach.

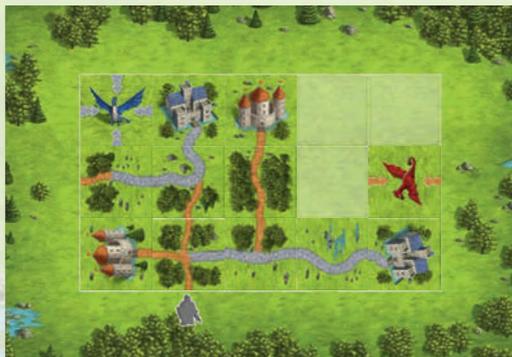
How does it work?

Take the top adventure board from the deck, flip it over and place it in the middle of the table for all to see. This board shows the current adventure.

Everyone plays at the same time, as quickly as they can. Place your castles and dragons onto your hero board in the exact locations shown on the adventure board. Any remaining castles are not used. Put your hero figure beside the space shown on the adventure board.

Now try to solve this adventure by placing your terrain tiles onto your hero board so that your hero can reach each castle via a path. The following rules apply:

- The path must begin at the space your hero is at. You may place your terrain tiles in any order. You don't have to place your first tile beside your hero.
- The color of adjoining paths must match.
- You may place tiles in any orientation and you may leave spaces on your hero board empty.
- Each path must end at a castle, a dragon, or the edge of your hero board. A path may not end at a tile that does not continue the path in the same color. A path may not end at an empty space on your hero board.
- The arrows on dragon tiles can connect to paths of the same color, otherwise they count as empty spaces. You don't have to connect them to a path, but only connected dragons count as defeated.



correctly solved adventure (no dragon defeated)



several placement errors

If you think you have solved the adventure correctly, say so aloud. All your opponents must immediately check your solution, and may not place or remove any of their terrain tiles until they have done so.

If you have indeed found a correct solution, you have won this adventure and receive 1 medal. If your solution was not correct, however, your opponents continue to play until one of them finds a solution or until only one player hasn't proposed a false solution. This player wins the adventure and receives the medal.

And now what?

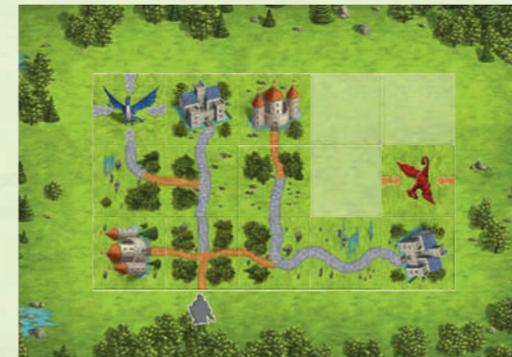
Clear your hero board and put your terrain tiles back in front of you. Put the current adventure board at the bottom of the adventure board deck. When everyone is ready, reveal the next adventure board.

And what are these medals for?

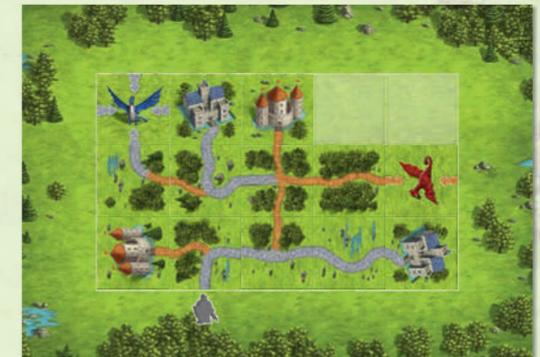
The first player with 3 medals is the kingdom's greatest hero and wins the game. However, to solve an adventure you must defeat a dragon for each of your medals. So, if you have 2 medals, you must defeat both dragons to win the game.

How do I defeat dragons?

Connect your path to a dragon's tile. The path's color must match that of the tile's arrow. Then you have defeated the dragon.



Solution (one dragon defeated)



Solution (both dragons defeated)

Who wins?

The first player with 3 medals wins.

"Never laugh at live dragons." – Bilbo Baggins, The Hobbit