

## Version 2 - Set Challenges

### Set-up

- Give each player a Sliding Puzzle.
- Shuffle the cards and set the pile in the center of the table, action side up. In this version, both sides of the Challenge Cards are used.

### Playing a Round

- Flip the top card and place it next to the pile, challenge side up.
- Have everyone slide 2 of the tabs on their puzzles so that they match the green squares on the border of the flipped card. The puzzles are square, so it does not matter which direction they face as long as the green squares are in the same locations as those pictured on the card.
- When everyone is ready, begin the race to create a clear train of thought! Slide the tiles and think quickly to find a way to connect the green squares on your puzzle with a continuous red line.

Puzzles with a set challenge



Challenge to solve

Action to perform

- For an added challenge, one or two small gear wheels are pictured on some of the cards. To win the round, you must not only create a continuous red line on your puzzle, but also make sure the wheels are in their pictured location.

Example of a clear train of thought matching the Challenge Card at play.



- Once you have successfully connected the green squares, do your best to perform the action pictured on the card at the top of the pile. The first to finish their puzzle and carry out the action wins 3 cards, the second wins 2 cards, and the third wins 1 card.

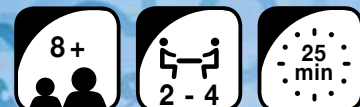
### End of the Game

The first player to collect 10 cards wins the game.

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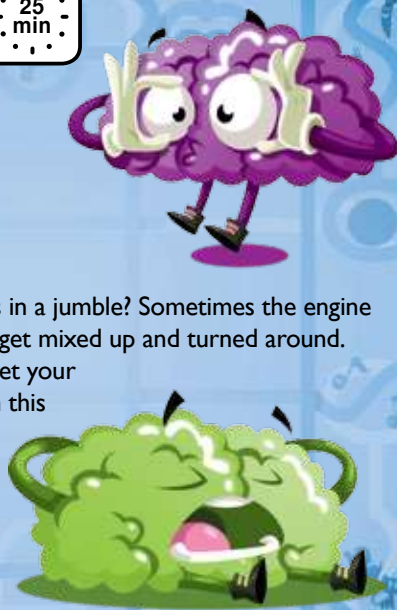


### Contents

- 4 Sliding Puzzles
- 48 Challenge Cards

### Introduction

Ever feel like your head is in a jumble? Sometimes the engine that keeps you going can get mixed up and turned around. Exercise your brain and get your thoughts back on track in this fast-paced race! Think and act quickly to get your train of thought going full steam ahead.



### Object of the Game

Players race to slide and rearrange the tiles on their Sliding Puzzles until they have created a continuous red line connecting 2 green squares. The length of the line does not matter, as long as the green squares are connected. When they are done, players need to perform a silly action to win cards. The first player to collect 10 cards wins the game.

The Challenge Cards are double sided. Pictured on one side of the cards are the silly actions that players need to complete before they win a round, and pictured on the other side of the cards are the challenges used in Version 2 of the game.

Examples of actions:



Pretend to looking for something important!



Pretend you are dancing in a ballet!



Cover your eyes and look scared!

## Version 1 - Opponent's Choice

### Set-up

- Give each player a Sliding Puzzle with all the tabs covering the green squares.
- Shuffle the cards and set the pile in the center of the table, action side up. The challenge side of the cards will not be used for this version.



### Playing a Round

- Slide any 2 of the 16 white tabs on the border of your puzzle to reveal the green squares. These indicate the 2 points that need to be connected during the race.
- Hand the puzzle you are holding to the player on your left.
- Now the game can start... begin the race to create a clear train of thought! Slide the tiles and think quickly to find a way to connect the green squares on your puzzle with a continuous red line.

- Once you have successfully connected the green squares, do your best to perform the action pictured on the card at the top of the pile. The first to finish their puzzle and carry out the action wins 3 cards, the second wins 2 cards, and the third wins 1 card.

Example of a clear train of thought!



### End of the Game

The first player to collect 10 cards wins the game.