



SETTING UP THE GAME

1. Open up the game board and construct the spinner.
2. Shuffle each deck of colored cards. Place five cards from each deck face down on to their corresponding color coded spaces.
3. Each player chooses a colored **Brain** and places it in the start position.
4. Spin the spinner. The player with the highest number goes first. (Player 1)

You are now ready to start playing Junior Mentality.



READ ALL THE INSTRUCTIONS BEFORE YOU START TO PLAY!

PLAYING THE GAME

ROUND 1 - PLAYER 1 BEGINS



- 1) When all players are ready, turn over the five green cards and start the timer. All players now have to memorize these cards. When the time is up, turn the green cards face down again.
- 2) Player 1 spins to find out the number of cards to name. Start the timer again. Player 2 (the player to their left) points to the green cards that player 1 must name.
- 3) Only when the time is up does Player 1 move the same number of spaces as cards they have correctly named.
- 4) The green cards are then turned face down again.
- 5) Continuing clockwise, each player takes one turn to spin and name the green cards nominated by the player to their left.

ROUND 2 - PLAYER 2 BEGINS



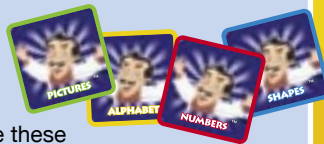
- 1) In this round, the green and yellow cards are in play. Turn the yellow cards up, start the timer and memorize these cards. When the time is up, turn the yellow cards face down again.
- 2) Player 2 spins to find out the number of cards to name. Start the timer again. Player 3 (the player to their left) points to the green or yellow cards that player 2 must name.
- 3) Only when the time is up does Player 2 move the same number of spaces as cards they have correctly named.
- 4) Again continuing clockwise, each player takes one turn to spin and name the green or yellow cards nominated by the player to their left.

ROUND 3 - PLAYER 3 BEGINS



- 1) In this round, the green, yellow and red cards are in play. Turn the red cards up, start the timer and memorize these cards. When the time is up, turn the red cards face down again.
- 2) Now player 3 starts. Player 4 (the player to their left) points out which of the green, yellow or red cards to name.
- 3) Continuing clockwise, each player takes one turn to spin and name the green, yellow or red cards nominated by the player to their left.

ROUND 4 - PLAYER 4 BEGINS



- 1) In this round, the green, yellow, red and blue cards are in play. Turn the blue cards up, start the timer and memorize these cards. When the time is up, turn the blue cards face down again.
- 2) Now player 4 starts. Player 1 (the player to their left) points out which cards from either the green, yellow, red or blue cards to name.
- 3) Continuing clockwise, each player takes one turn to spin and name the green, yellow, red or blue cards nominated by the player to their left.

CONTINUATION

The game continues clockwise with all the cards in play until the finish. The winner is the first player to reach the center of the board. Good luck!

TIPS FOR PARENTS

For younger children begin playing with just the picture cards. You can gradually build up the number of triangles in use with just picture cards until the complete board is in play. When you feel your child is ready you can progress on to introducing the alphabet, number and shape cards.

BRAINSTORMING

If you land on a Brainstorming session, name as many cards as **you** can before the timer runs out. You then move on as many spaces as the cards you have named correctly. But watch out, if you get any card wrong you cannot move forward at all!

