

## PLAYING THE GAME

The game is played in 2 rounds. The gameplay follows the base rules. Both teams act simultaneously, but it's forbidden to interfere with the players of the other group.

## END OF THE ROUND

When the time runs out, the groups count the number of puzzles they solved — remember or write down your results.

Then both groups shuffle their cards in the corresponding piles face down. Switch the piles — in the next round each group will play the other set of the mini-games. Set up the game as usual and begin the second round.

## END OF THE GAME

The game ends after the second round. First, count the number of puzzles your group solved in the second round and after that add this result to your result in the first round. These are your group's victory points. The group with the most points wins the game. In case of a tie, both teams share the victory.

Mind Match-2

## MINI-GAMES



### LABYRINTH

**IMPORTANT:** In this mini-game, the players must talk to each other and explain their actions!

Help Madam Pac to find a way out of the Labyrinth!

In this game, the two cards of a puzzle depict two parts of the labyrinth. Madam Pac 🐻 is trying to reach an exit with a coin, so you have to guide her from one card to the other and back through a labyrinth using fruits. As soon as Madam Pac reaches any fruit on one card, she immediately appears on another card as if this fruit is a portal.

Madam Pac always starts on the Question card. When she reaches one of the fruits on your card, name this fruit to your partner. If this fruit is present on his or her card, Madam Pac continues her movement in this part of the labyrinth till she reaches the next fruit, and so on. If there's no matching fruit on your cards or if Madam Pac ends up in a dead-end, your cards are not a pair.

If at last Madam Pac reaches an exit with a coin, these cards are a pair and you have a solution.

**Example:** Alex has a Question card ? (Fig. 3a), so he starts moving Madam Pac to the nearest fruit, 🍓, and tells Mary, who has an Answer card ! (Fig. 3b),

that Madam Pac has reached it. Mary finds the strawberry on her card and guides Madam Pac to the next fruit — 🍌, — and tells Alex this, and so on. The players keep telling each other the fruits Madam Pac reaches: 🍌, 🍓, 🍌. Finally, Mary notices that Madam Pac can reach one of the exits with a coin, so the puzzle is solved. The players check the pair.

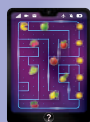


Fig. 3a



Fig. 3b



### POLYOMINO

**IMPORTANT:** In this mini-game, the players must talk to each other and explain their actions!

Find the missing element!

The Question card shows 4-color blocks with a removed figure. The Answer card shows 4 different figures that possibly fit there. They can be mentally rotated, but not flipped. Find the right figure according to the partner's description!

**The number of the correct answer is indicated on the Question card, but you may not tell it before the puzzle is solved!**

Before checking the pair, announce the solution you found.

**Example:** Mary has a Question card ? (Fig. 4a) and she starts describing a missing element to Jane, who has an Answer card ! (Fig. 4b). Although Mary knows that

the solution to this puzzle is 1, she cannot tell it to Jane. Mary says that the element has a shape of a plus. The central block, the top and the left ones are 🟩, the right one is 🟪 and the bottom one is 🟨.



Fig. 4a



Fig. 4b

Jane looks at the blocks in her card and finds an element that fits Mary's description. Jane tells Mary that the solution is the element number 1. The players reveal their cards and check the solution by comparing the symbols at the top. Their solution is right, the symbols on the cards match. So it's a win!



### VEHICLES

**IMPORTANT:** In this mini-game, the players must talk to each other and explain their actions!

Free the crosswalk by moving vehicles off it.

The player with a Question card "moves" the vehicles while the player with an Answer card checks if this solution works for his or her card. The vehicles on both cards of a matching pair are positioned identically.

Each vehicle always moves forward until it meets another vehicle or an edge of the card. **You can move each vehicle only once.**

When you move a vehicle, you should make the corresponding special sounds:

MICROCAR POLICE CAR TRACTOR RACE CAR



"Beep"



"Woo-woo"



"Chuck-chuck"



"Vroom-vroom"

The player with a Question card reproduces the sounds while the player with an Answer card listens to them and tries to decode them.

If the player with an Answer card can clear the crosswalk, following the partner's commands, then the cards match.

**Example:** Alex has a Question card ? (Fig. 5a) so he is to perform the sound sequence. Alex finds the solution: to clear the crosswalk he needs to move the police car first, then the microcar, then the race car and, finally, the tractor. He encodes this sequence as follows: "Woo-woo! Beep! Vroom-vroom! Chuck-chuck!" Mary has an Answer card ! (Fig. 5b) so she just listens and mentally moves the vehicles according to Alex' instructions. She manages to move all 4 vehicles off the crosswalk, so it is a pair.



Fig. 5a



Fig. 5b

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# ALEXANDER PESHKOV

## MIND MATCH 2

### GAME RULES



COMPONENTS

- 48 cards: 16 Labyrinth cards | 16 Polyomino cards | 16 Vehicles cards  
- Rules

## ABOUT THE GAME

Mind Match is a dynamic cooperative game with many puzzles you need to solve together before the time runs out. In Mind Match-2 you'll find 3 mini-games with puzzles: Labyrinth, Polyomino and Vehicles. Each puzzle consists of 2 cards — two halves of a puzzle: a Question ? and an Answer !.

**You have to find a player with the other half of your puzzle and solve it together!**

The more pairs of cards you match before the time runs out, the more victory points you receive. **Are you ready to make a mind match?**



Mind Match-1 includes 3 more mini-games: Icons, Emojis and Pattern Lock. Combine Mind Match-1 and Mind Match-2 to have more puzzles and fun!

## SETUP

1. Split up into two equal teams — a **Question-team** and an **Answer-team**. In case of an odd number of players, the Answer-team should have one more player.

2. Divide all cards into two piles: **question cards** and **answer cards**. Shuffle each pile face down separately. Place the Question cards pile in front of the Question-team and the Answer cards pile in front of the Answer-team.



**Note:** If you play with both Mind Match-1 and Mind Match-2 boxes, shuffle the Question and Answer cards from both boxes in the corresponding piles. You can play with all 6 mini-games or choose the games as you wish. However, we do not recommend playing with less than 3 mini-games.

3. Deal the number of cards to each player from the corresponding pile (players from the Question-team get cards from the Question cards pile, and players from the Answer-team get cards from the Answer cards pile) according to the table:

NUMBER OF ALL PLAYERS IN THE GAME	2	3	4	5	6
NUMBER OF CARDS	8	7	6	5	4

Do not look at your cards before the game!

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4. After all the players have received their cards, set a timer on any device for 5 minutes and start the game.



**Tip:** For your first game, we recommend to set a timer for 6 minutes instead of 5.

## PLAYING THE GAME

There are 8 puzzles in each mini-game, each puzzle consisting of 2 parts: a Question card and an Answer card. The two parts of a puzzle are called a **pair**.

Example of a pair from the mini-game "Polyomino": a Question card (Fig. 1a) and an Answer card (Fig. 1b).



Fig. 1a

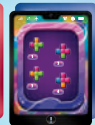


Fig. 1b

All players act simultaneously. You need to find as many pairs as possible within 5 minutes. How do you find a pair? You need to:

- 1 Find a player from the other team with the same type of puzzle
- 2 Solve the puzzle together
- 3 Check the pair

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- 1 **FIND A PLAYER** from the other team with the same type of puzzle

Describe the cards you have loudly and clearly and listen to the other players.

**You may not show them your cards!**

**Example:** Alex is on the Question-team. He looks at his cards and says to the players of the Answer-team "I have 2 cards with Polyomino. Does anyone have a Polyomino card? No? I also have a Labyrinth card..." Then Mary from the Answer-team reacts "I have a card with a Labyrinth! Let's try to match it."

- 2 **SOLVE** the puzzle together

Once you have found a player with a possibly matching card, try to solve the puzzle together.

**The player with a Question card always starts.**

If, while solving the puzzle, the players realize that the cards do not match, they should stop solving this puzzle and try to find another match to this or other cards they have.

See mini-games description on pages 9-12.

- 3 **CHECK** the pair

If you solved a puzzle, stack the two cards so that the symbols at their top line up to check the pair.

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In some mini-games, the players need not only find a matching pair, but also identify the right element (see the description of the mini-games further). In this case, first, the player with the Answer card must announce the correct solution and only after that the players may check the pair.

- If all 6 symbols match and the solution to the puzzle is right (when applicable), you have solved the puzzle correctly (Fig. 2). Say aloud "Mind match!" then place both cards face up in the center of the table forming a victory point pile.



Fig. 2

- If one or more symbols don't match, you solved the puzzle wrongly. Discard the cards in the corresponding discard piles of each team.



**Note:** If your solution to the pair (even a matching pair) was wrong, these cards don't bring you any points. Discard the cards in the corresponding discard piles of each team.

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Then refill your hands to the starting number of cards and continue playing.

**You may not describe the symbols at the top of your cards to other players during the game.**

You should actively communicate with other players throughout the game, except when it is expressly prohibited by the rules of the mini-game.

## END OF THE GAME

As soon as the time runs out, the game ends. Immediately stop solving any puzzles. Discard all cards left in your hands.

Count the number of puzzles you **all** solved together (the number of matching **pairs** lying face up on the table) — these are your victory points. Remember or note down your result and try to beat it next time!

## SPECIAL CASES

- If you cannot find a match for any cards for a long time, you may discard one or two cards into your team discard pile and refill your hand.

- If the deck of your team runs out, reshuffle your team's discard pile and form a new deck.



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## COMPETITIVE MODE



Want to have a challenge? Try the competitive mode!

To play in this mode, you need both boxes of Mind Match-1 and Mind Match-2.



## SETUP

1 Split up into two groups. Each group divides into 2 teams following the base rules. So, each group has its own Question and Answer teams.

2 Randomly assign 3 mini-games to one group and the remaining 3 ones — to the other. Each group divides their cards into two piles and shuffles them separately. Place the Question cards ? piles in front of the Question-teams and the Answer cards ! piles in front of the Answer teams of both groups. The groups play only with the cards from their piles.

3 Deal cards to each player of your group from the corresponding piles according to the table on page 2.

4 After all the players have received their cards, set a timer on any device for 5 minutes and start the game.

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