

## 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-1 MINI-GAMES



### ICONS

**IMPORTANT:** In this game, players may **not speak** or make any sounds at all!

Try to guess what your partner shows you!

The player with the Question card must show the icons to their partner. The player **only uses one hand** to gesture the icons one by one from top to bottom. This chain of the symbols is called a sequence. The player with the Answer card should figure out whether one of the sequences on his or her card matches the shown sequence. The number of the sequence on the Answer card is the solution.

**The player with the Question card may not tell the number of the solution before the puzzle is solved!**

Before checking the pair, announce the solution you found (e.g., 2). To check the pair, stack the cards as shown on Fig. 3c.

**Example:** Jane, a player with the Question card (Fig. 3a) shows the sequence of icons in the second column without saying a word. Andrew, a player with the Answer card (



Fig. 3a



Fig. 3b

(Fig. 3b) has to guess which of the four sequences Jane shows.

When Jane is done showing the sequence, Andrew says that the solution is sequence number 2. The players reveal the cards and check the pair. They put the Answer card (1) on top of the Question (2) one (Fig. 3c). The symbols on the cards match and their solution is right, so they place both cards in the victory points pile.

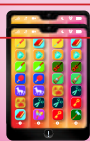


Fig. 3c



### EMOJIS

**IMPORTANT:** In this game, players may **not speak** or make any sounds at all!

Mimic the emotions of the cat stickers to find your anonymous chat partner.

No matter which card you have, a Question card or an Answer one, the emojis you will show are always placed on the right side of a card just like in a real messenger chat, so the cats you are going to mimic are (1) cats. The emojis your partner will show you are on the left side of a card (2) cats).

The player with the Question card starts and mimics an emotion of the upper orange cat. The player with the Answer card checks, whether this facial expression matches the upper purple emoji on his or her card and, if so, mimics the next orange cat's emotion on the card, and so on. If the chain of emojis isn't interrupted till the very end, these cards are a pair. Otherwise, the cards do not form a pair.

## PATTERN LOCK

**Example:** Jane has a Question card (1) (Fig. 4a) and mimics the upper right angry cat (2). Andrew has an Answer card (1) (Fig. 4b) and compares Jane's expression to the first cat on his card (a purple cat (3) in the upper left corner). The first emoji match, so Andrew mimics the next emoji — a winking cat (4). Now it's Jane's turn to compare Andrew's expression to the second cat on her card (5). They match either, so Jane mimics the next cat's expression, and so on. All emojis on both cards match, which means that the cards should be a pair. The players check the cards.



Fig. 4a



Fig. 4b



### PATTERN LOCK

**IMPORTANT:** In this game, players may **not speak** or make any sounds at all!

Imagine a smartphone that takes two to unlock it!

To do it, you need to simultaneously enter two keys, which are mirror images of each other (Fig. 5a & 5b).

Place your palms (1) opposite each other (but do not touch each other) and start simultaneously moving them following the pattern on your cards (starting with the red circle (2)). If your movements match, the cards match as well.



## YOUR LOGO

**Example:** Alex and Jane both have a card with a Pattern Lock. They want to check if their cards are a pair. Alex has a Question card (1) (Fig. 5a) and Jane has an Answer card (1) (Fig. 5b). The players place their palms opposite each other and start simultaneously moving them following the pattern on their cards. Once they manage to align the speed and range of their movements, they see that their palms trace the same pattern — that means their cards must be a pair. They reveal their cards — the patterns are the same, but mirrored. The symbols at the top of the cards match, as well, and the cards are placed in the victory points pile.



Fig. 5a



Fig. 5b

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YOUR LOGO

Your text your text your text your text your text your text

# ALEXANDER PESHKOV MIND MATCH 1 GAME RULES



## COMPONENTS

- 48 cards: 16 Icons cards | 16 Emojis cards | 16 Pattern Lock 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-1 you'll find 3 mini-games with puzzles: **Icons, Emojis and Pattern Lock**. Each puzzle consists of 2 cards — two halves of a puzzle: a Question (1) and an Answer (2).

**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-2 includes 3 more mini-games: Labyrinth, Polyomino and Vehi-cles. 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 "Pattern Lock": 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 Icons. Does anyone have an Icons card? No? I also have a Pattern lock card..." Then Mary from the Answer-team reacts "I have a card with a Pattern lock! 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 or sequence (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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