

BRAIN-FREEZE

Brain Freeze / brān `frēz / noun

- 1.) short-term headache linked to the rapid consumption of very cold food or drink, like ice cream, frozen pops, milkshakes and other frozen treats.
- 2.) a temporary lapse in memory; a sudden mental block

(Did You Know...Brain Freeze has a scientific name, which is Sphenopalatine Ganglioneuralgia! Whoa!)

Introducing Brain Freeze from Telepathy® Games:

Thank you for choosing to play Brain Freeze! Based on the original award-winning game Telepathy®, Brain Freeze is a super-fun, simple strategy game for kids with a cool, frozen sweet treat theme the young ones will love! Brain Freeze is a great introduction to logic and strategy for young kids that requires the use of smart thinking, clever deduction, and a sharp memory to win!

With an equal mix of fun and exciting challenge, we're confident kids will enjoy playing Brain Freeze over and over again. Best of all, while having a great time playing Brain Freeze, they will also be developing and sharpening important mental skills... Now that's what we call a win-win game!

Objective of Brain Freeze:

Kids race head-to-head to see who can be the first to correctly guess their opponent's **Sweet Treat Secret Square**. Each turn brings them closer to finding the **Sweet Treat Secret Square** through a process of guesses, Yes/No responses, and the elimination of the different variables (4 variables: row, column, flavor/color, symbol) that fill-up the **Brain Freeze Game Board**.

Kids continue to eliminate variables until they feel confident in Solving the Sweet Treat Secret Square. Choose correctly and win, but choose wrong...welp, that's a Brain Freeze, and lose!

Game Set-Up:

Choose a space to play where kids can comfortably sit and face each other. Each player receives a dry erase **Game Board**, a dry erase **Secrecy Shield** and a dry erase pen and wipe cloth. **Use only dry erase pens on the Game Board and Secrecy Shield.** Use the included wipe cloth to erase **Game Boards** and **Secrecy Cards** as needed.

Without the opponent seeing, each player selects a **Sweet Treat Secret Square** from the grid on the Game Board, marking the choice on the secrecy card, being sure to write down the letter & number, and circling the symbol and flavor/color. In Brain Freeze, for even more fun we've made all colors match with flavors, so kids can use flavor, color or both both during gameplay. The color-flavor combos are: Cherry (Red); Banana (Yellow); Lime (Green); Bubblegum (Pink); Chocolate (Brown). Brain Freeze features a fun Sweet Treats theme, so kids can choose from all kinds of cool combinations of their favorite desserts and flavors!

Brain Freeze Tip: There are 100 total squares on the game board to choose from (10 rows x 10 columns, with different combinations of 5 symbols and colors making up each square; Each symbol and color appear together 4 times on the Game Board. Kids should give their Sweet Treat Secret Square choice some thought...do they go with a favorite sweet treat or favorite color? Are they drawn to a special number or letter on the board? They need to think about what their opponent might know about them so they don't give the other player any added advantage!

Reminder: Once a Sweet Treat Secret Square has been chosen, players must write down the coordinates of their Sweet Treat Secret Square in the provided area on the back of the Secrecy Shield. Rows are lettered [A-J], columns are numbered [1-10] (see image to the right).

Players then place the Secrecy Shields up in front of the Game Boards using the Card Stands, making sure their opponents cannot see the Sweet Treat Secret Square. Now the Game can begin!

It's important to keep the Sweet Treat Secret Squares hidden during game play, so if the game is interrupted for any reason, be sure to flip the Secrecy Shields down on the table to ensure full secrecy until the game resumes.

Game Play: Note: Information in red is critical to game play and should be followed during every turn

Turns:

The youngest person at the table goes first. If kids choose to play more than one game, like a best of 5 or 7 series of games (which we think is an awesome idea!!!), alternate who goes first with each game, the youngest player starting out the first game. The objective during a turn is to find out information about the opponent's Sweet Treat Secret Square location. This is done by asking for clues (Clue Guess) and recording the opponent's responses. A Clue Guess must include all 4 variables of the game board: Row, Column, Flavor/Color, Symbol. A player asks for a Clue by calling out a Game Board Square.

Brain Freeze Tip: Initial Clue Guesses may seem totally random, but kids should use their intuition to try to read their opponents to see if they can determine any tendencies, favorite colors or foods, etc., they may have for choosing Sweet Treat Secret Squares.



WHEN CALLING OUT A GAME BOARD SQUARE PLAYERS MUST INCLUDE THE LETTER, NUMBER, COLOR AND SYMBOL.

For example, a player would call out, "A-5, Cherry Snow Cone" The other player would then respond to the guess based on their Sweet Treat Secret Square as noted on the Secrecy Shield.

PLAYERS SHOULD LOOK AT THE SECRECY SHIELD AND SECRET SQUARE EVERY TIME BEFORE GIVING A YES/NO RESPONSE TO ENSURE THE RESPONSE IS CORRECT.

A "Yes" response is given if any ONE of the FOUR variables (letter, number, flavor/color, symbol) of the Clue Guess match the Sweet Treat Secret Square. A "Yes" response is given anytime a player asks for a clue that is in the same ROW, OR in the same COLUMN, OR is the same COLOR, or the same SYMBOL as the Sweet Treat Secret Square. A Clue Guess needs only to match one of these variables to get a "YES" response. Players only need to respond "Yes" or "No", providing no additional information with their response. A correct Clue Guess may include more than one variable (row, column, flavor/color, symbol), but a player should not indicate which part of the guess is correct. A simple "Yes" is all that is given.

A "No" response is given when NONE of the FOUR variables of the Clue Guess match the Sweet Treat Secret Square. A "No" response is given anytime a Clue Guess is NOT in the same row, is NOT in the same column, is NOT the same color, is NOT the same symbol as the Sweet Treat Secret Square. Therefore a simple "No" response tells a player his/her Clue Guess does not match any of the four variables of the Sweet Treat Secret Square.

Brain Freeze Tip: "No" Answers can help quickly eliminate variables off the game board, so kids should feel good about getting the "No" responses early. "Yes" answers are crucial to correctly deduce the Sweet Treat Secret Square, but they only tell kids that the Sweet Treat Secret Square has one or more variables of the clue guess, so they'll have to use their sweet smarts from there to figure out the rest.

PLAYERS MUST RESPOND BY REPEATING THEIR CLUE RESPONSE OUT LOUD (ROW, COLUMN, COLOR, SYMBOL) AND ANSWERING "YES" OR "NO"

Clue Examples

#1: Player A calls out, "A-5 Cherry Snow Cone". Player B would respond, "A-5 Cherry Snow Cone...YES," because A-5 is in the same row as the Sweet Treat Secret Square, which is A-10 Chocolate Milkshake. The A row is the match.

#2: Player B calls out, "G-9 Bubblegum Ice Cream Cone". Player A would respond, "G-9 Bubblegum Ice Cream Cone...NO," because the Sweet Treat Secret Square does not match any of the 4 variables: it is not in Row G, is not in Column 9, is not the Flavor/Color Bubblegum (pink), and is not the Ice Cream Cone symbol.

#3: Player A calls out, "J-5 Banana Ice Cream Sandwich". Player B responds, "J-5 Banana Ice Cream Sandwich...NO," because the Sweet Treat Secret Square does not match any of the 4 variables: it is not in Row J, is not in Column 4, is not the flavor Banana (yellow), and is not the Ice Cream Sandwich symbol.

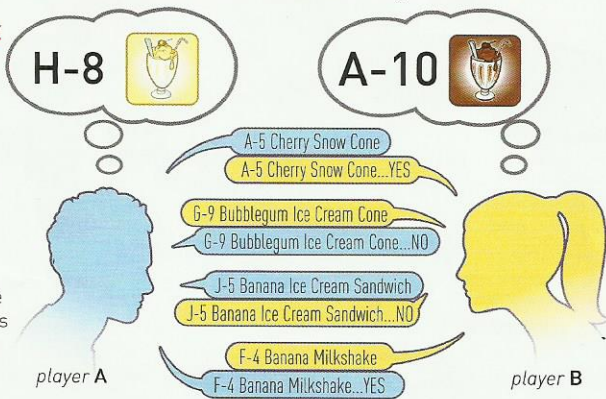
#4: Player B calls out, "F-4 Banana Milkshake". Player A responds, "F-4 Banana Milkshake...YES," because the Guess matches both the color and the symbol of the Sweet Treat Secret Square. Player A only says "Yes" and does not reveal any additional information about which aspects match.

Keeping Track Of Guesses & Responses:

Players can keep track of Clue Guesses and Yes/No responses by recording them on the Game Board and Secrecy Shield, the easiest method being to immediately cross off variables that are eliminated with NO responses, while circling Clue Guess Squares that receive YES responses. Players should record each clue guess and response. Failing to do so will give the other player a big advantage.

Brain Freeze Tip: Don't be afraid to let kids go crazy with the dry erase marker and cross out variables or make notes as they see fit...even marking out entire rows and columns is very effective to visually help focus on the remaining variables.

If Players receive a "YES" response to a Clue Guess, they should circle the exact square on the game board (see image). This lets them know that one or more of the variables of this square matches with the Sweet Treat Secret Square. If Players receive a "NO" response, they know that NO variables match the secret square and they can mark those off of the variable list. By eliminating different variables off-of the game board, players can narrow down what the Sweet Treat Secret Square might be.



Solving the Sweet Treat Secret Square:

When asking for a clue, Players may actually pick the Sweet Treat Secret Square by chance. A player cannot win by accident. In this case, the player would just respond with a "YES". To win, players must tell the opponents that they want to "Solve the Sweet Treat Secret Square". On any turn, a player can ask for a clue or attempt to solve, but not both.

When Players are ready to attempt to Solve the Sweet Treat Secret Square, they must declare so at the beginning of that turn. The Player will announce their final guess to solve the Sweet Treat Secret Square and state their guess. The opponent will reveal the backside of their Secrecy Shield to reveal the Sweet Treat Secret Square and show whether the final guess is correct or not. With maximum excitement and tension, Kids absolutely LOVE this moment of the game as the Secret Sweet Square is revealed and the winner gets dessert (bragging rights) while the loser gets a Brain Freeze!



For Example, Player A declares, "I wish to solve the Sweet Treat Secret Square. I believe your Sweet Treat Secret Square is A-10 Chocolate Sundae." Player B would reveal the Sweet Treat Secret Square on their Secrecy Shield. Because the answer is correct, Player A would win the game!

Brain Freeze Tip: Kids need to be confident in their final guess to solve the Sweet Treat Secret Square...If they correctly pick the Sweet Treat Secret Square, they win the game! But if they guess incorrectly, it's a BRAIN FREEZE, and they lose! There is a fine balance between using deduction and logic to close in on the Sweet Treat Secret Square to make sure they have the final guess right without waiting too long that their opponent can strike first!

Team Play:

Brain Freeze is designed to be a head-to-head game, but it's easy to play with more than two children by having teams of two children face-off with another team of two children. Each team would receive one Game Board and Secrecy Shield, but teammates work together to select their Sweet Treat Secret Square, make Clue Guesses, and strategize turns. Game play is the same as described above. Team play adds a fun new dynamic to the game play experience because kids can communicate and strategize with their partners. This is a great way for kids to play in educational settings like the classroom, reinforcing teamwork skills along with the strategy, logic, deduction and memory skills they will sharpen through playing Brain Freeze!

Brain Freeze Tip: Brain Freeze is also an ideal game for children to play with adults. Adults may have an easier time applying the skills needed to win, but the nature of the gameplay does not favor older players over younger players, so there is still high-quality back and forth between players of all ages. Bond with the kids over a game of Brain Freeze!

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FROM
TELEPATHY
GAMES®

About Telepathy Games:

The original Telepathy game was first created in 2008 by Derek Chinn in Seattle, Washington. After receiving a board game for Christmas the prior year and being unimpressed, thinking, "I can do better than this," Derek set about to create his own game. After countless hours of hard work, prototyping and play-testing, Telepathy was released later in the year, quickly becoming a favorite within the game-playing community and in specialty retail toy and game stores. In 2015, a new partnership with Circuit Works resulted in the development of new versions, including Brain Freeze and Magic Minds. Please connect with us through our site and social media channels to keep up-to-date on our latest promotions and new games.



www.telepathygames.com



WARNING
CHOKING HAZARD - Small parts
Not for children under 3 years.