

## OBJECTIVES

1. To sharpen Thinking Skills
2. To develop Memory Skills
3. To improve Vocabulary

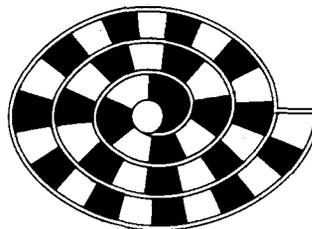
## NO. OF PLAYERS & AGE GROUP

For 2 to 6 Players, Party teams or Family teams of any age between 9 to 90 years.

## CONTENTS

- (1) A Multicolour Playing Board
- (2) 252 Insight Cards
- (3) 6 Playing Pieces
- (4) A Timer
- (5) A Wipe On Writing Pad

# INSTRUCTIONS



## INSIGHT THE MIND READING GAME

## THE GAME

The aim of the game is to think of things that other players cannot guess and be rewarded by moving forward around the board. The first player to reach the FINISH wins the game.

## HOW TO PLAY

Each player/team selects a playing piece and places it onto the space marked START. The youngest player/team starts the game. The play continues in the clockwise direction. The first player/team becomes the *Clue Giver* and draws a card from the pack and clearly reads the heading on the card for all to hear. He must then do either of the following.

1. Pick one of the things given on the card, write it on the pad and put the pad as well as the card face down onto the table OR
2. Think of something not shown in the card relating to the card heading, write it on the pad and put the pad face down. He then allows all the players to see the card and moves one space forward on the board as a reward of thinking something not shown on the card.

All the remaining players then have to guess on their turns within one minute the clue giver's selection by asking simple questions.

## INSTRUCTIONS BY EXAMPLE

The Clue Giver draws a card which has the heading '*Something we Drink*' and thinks of 'Juice'. Then writes the word 'Juice' onto the writing pad and turns the card and the pad face down. The next player turns over the timer and tries to guess what the clue giver picked up by asking questions like - "Is it served hot?" The clue giver can only answer 'YES', 'NO', 'MAY BE' OR 'ELABORATE'. If the player fails to guess the word 'Juice' within one minute the clue giver immediately moves 2 spaces forward and the next player then gets one minute to ask more questions. If he also fails to guess the word, the clue giver moves another 2 spaces forward and it's the turn of the next player and so on until the end of the round when all players use up 1 minute each without guessing the word. The player who guesses the word within 1 minute moves 2 spaces forward and the round ends.

At the end of the Round all playing pieces placed on a move 3 spaces forward box on the board shall move 3 spaces forward. Now the player to clue givers left becomes the next clue giver and acts according to where his playing piece is on the board.

If his playing piece is on :



1. SOMETHING VISIBLE TO THE EYE :  
Think of something that is visible to the Eye from where the game is being played.



2. THINKING ANYTHING :  
Think anything and state the first letter of the thing chosen for all to hear.



3. INSIGHT CARD :  
Draw a card from the pack and act according to the instructions.

### IMPORTANT RULES

1. The clue giver must always write down his/her choice of word onto the pad.
2. The clue giver must select only one thing/object. For example, the clue giver may select a 'shirt' but should not select 'Red Shirt' as red is one thing and shirt is a second thing.
3. If the game is being played between teams, each team player can ask as many questions as possible until the clue giver says 'NO' or the team player 'PASSES' the turn to the next team. Teams have only one minute to ask questions. Team players may try to play as many turns as possible during the teams 1 minute time limit.
4. If the clue giver does not understand the question and delays in saying 'YES', 'NO' 'MAY BE' OR 'ELABORATE' the player/team asking questions may turn the timer horizontally to temporarily stop time until an answer is given by the clue giver.
5. The clue giver must choose something, which he/she understands well and is therefore able to answer the questions quickly to avoid arguments.
6. Each player can look at the written answer on the writing pad at the end of his/her turn. If after looking at the answer, a player claims a mistake was made by the clue giver, i.e. he has said No instead of Yes. In such cases the clue giver does not move 2 spaces forward and all players except the clue giver shall take a vote, if more than half the players vote against the clue giver, the challenger moves 2 spaces forward and the round ends. If more players vote in favour of the clue giver, the clue giver moves 2 spaces forward and plays another round, but, without the players who had already used up their 1 minute.

### SOME HELPFUL QUESTIONS

Is it a living thing?	Is it a fruit?	Does it live in the sea?	Is it used in cooking?
Is it a plaything?	Is it paper?	Does it eat grass?	Can we read it?
Is it an animal?	Is it made of metal?	Does it run fast?	Is it yellow?
Is it a building?	Is it man made?	Can we write with it?	Is it flat?
Is it soft?	Is it made of cloth?	Can we eat it?	Is it small?
Is it a metal?	Does it grow?	Can we drink it?	Is it very big?
Is it a natural gift?	Does it burn?	Can we see it?	Do we see it often?
Is it a food item?	Does it use petrol?	Can we throw it?	Is it a machine?
Is it an instrument?	Does it fly?	Can we wear it?	Is it a plant?
Is it wooden?	Does it live on land?	Can we play with it?	Does it have buttons?
Is it plastic?	Does it eat meat?	Is it used in farming?	Is it dangerous?