

ANIMAL MASTERMIND towers

For 2 Players
Ages 6 and up

RULES



Object:

Be the first player to correctly guess the order of your opponent's animals.

Contents:

2 towers, 2 tower bases, 12 plastic tiles, 12 solution cards

Note: Both the plastic tiles and the solution cards have the same 12 animals on them. During the game, players use the plastic tiles to set up the animals in their towers; solution cards are used to figure out the order of your opponent's animals.

Set Up:

Insert each tower into a tower base until it snaps into place; each player takes an assembled tower. Decide if you will be playing an easy game (4 tiles per tower), a medium game (5 tiles per tower) or a difficult game (6 tiles per tower).

Lay the plastic tiles face up so both players can see them. Do the same, in a separate pile, with the solution cards.

Player 1 (youngest player) takes any one of the plastic tiles (i.e.: giraffe) and places it near them; player 2 takes the matching solution card (giraffe) and places it near them. Now player 2 selects any one of the remaining plastic tiles and player 1 takes the matching solution card. Keep going back and forth like this until each player has the desired number of tiles for the game (4, 5 or 6). So if you are playing a 5 tile game, each player should have 5 plastic tiles to use in their tower and 5 solution cards that match their opponent's plastic animals.

Each player picks up their plastic tiles and secretly decides which animal they want at the bottom of the tower. They drop that tile into the slot at the top of the tower. Put them in any order, from bottom to top, that you want; the animals should be facing you - as shown on the package - but your opponent shouldn't be able to see them!

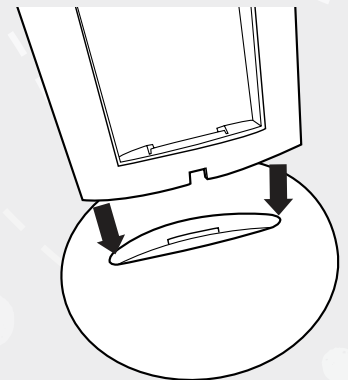
Playing:

After both players have placed their plastic tiles in their tower, you are ready to play!

1) To start, Player 1 asks Player 2 a yes/no question. The question must include two animals and either the word "Above" or "Below".

For example, a permissible question would be:

"Is your Mouse above your Cow?" or "Is your Penguin below your Dog?"



Player 2 must answer the question with a "Yes" or "No" response.
After getting the answer, player 1 arranges his solution cards based on the answer from player 2. (Arranging solution cards can be done out in the open.)

--When a question gets a "Yes" answer, the asking player may ask another question, but only 2 extra questions are allowed in each turn.*

--When a question gets a "No" answer, the turn is over and the other player asks a question.

Guessing:

When a player thinks he knows the order of the opponent's tiles, he may declare it during his turn. (He may not declare it on his opponent's turn.) A player may use one of his extra turns to guess the order of the opponent's tiles.

The player declares it by reading aloud the order of the solution cards from top to bottom. If the order is correct, the declaring player wins the game! The opponent turns his tower so it is visible to the winner.

If the order is incorrect, play continues until one player correctly guesses the order of his opponent's tiles.

A player may guess the order of his opponent's tiles three times during the game. If he is incorrect on the third guess, the other player wins the game.

***EXTRA TURN RULE:**

If Players are playing with 4 or 5 tiles each:

- A Player asks a question such as "Is your Elephant above your Cow?" and the answer is "Yes".
- The player gets 1 extra turn. Therefore, he can only ask a maximum of 2 questions in a row.
- The answer to the first question has to be a "Yes" in order to get the extra turn.
- His turn is over after the 2nd question.

If Players are playing with 6 tiles each:

- Player asks Question 1. If the answer is "Yes", he gets an extra turn.
- Player asks Question 2. If the answer is "Yes", he gets one more extra turn.
- End of turn!
- Therefore, the most questions a Player can ask on his turn is 3 questions.
- Player gets a maximum of 2 extra turns.



We appreciate your comments on MASTERMIND Towers. Please send your correspondence to:

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