

Players Who Have Completed Sixth Grade

All players in junior high or older must answer 6th grade questions.

Continuing Play

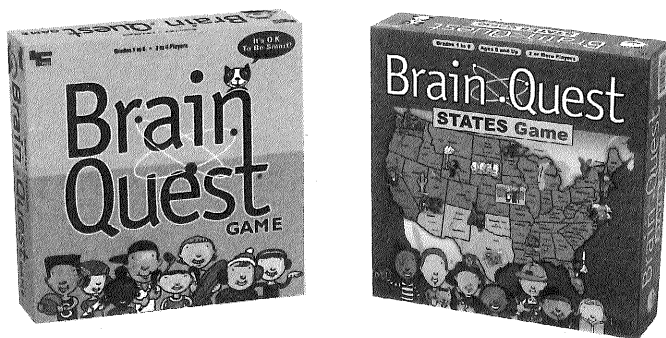
Play passes to the left, with the responsibility for being the Reader also passing to the left.

Finish

The first player to collect all of the letters to spell S-M-A-R-T (one Letter Scoring Token from each of the five subjects) wins the game.

Tips For Reading Questions

There are two types of questions in the game that Readers should take special care in reading: questions that include an underlined space (____) and questions that have letters with dashes between them (for example, M-r-s.). Players will fill in missing words for questions with an underlined space. Readers should say "blank" whenever the underlined space appears so that players will know where the missing words belong. Questions that include letters with dashes usually deal with spelling. When Readers see dashes, they should say each letter separately.



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Grades 1 to 6

Ages 6 to 12

2 to 4 Players

Brain Quest Smart! game

Object of the Game

To be the first player to collect the letters S-M-A-R-T by correctly answering questions in five different subjects.

Contents

- 45 Science Question Cards
- 45 Math Question Cards
- 45 Arts Questions Cards
- 45 Reading Question Cards
- 44 The World Question Cards
- 1 Giant Spinner
- 50 Scoring Chips
- 20 Letter Scoring Tokens (in trays)
- 4 Scoring Trays

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

Parents' Summary of the Rules

Parents, this game is designed to be a portable learning center for your children and their friends. Everything you need is in this box. To start, place a Token Holder in front of each player. This is where the letters (S-M-A-R-T) will be placed as players collect them during the game. Next, place the Letter Scoring Tokens in the center of the table with the letter side facing up, and place the question cards in five piles by subject (color). You will also need to place the Scoring Chips nearby.

Each card has 6 questions. The numbers indicate grade levels 1–6. To start, the youngest player spins the Spinner. The oldest player (who will be the Reader for this turn) picks up the top card from the subject designated by the Spinner and reads the question that matches the grade of the youngest player. If it is summertime, players will answer questions for the grade they just completed. When players answer correctly, they win a Scoring Chip of the same color as the subject. Once a player collects 3 Scoring Chips of the same color, that player immediately exchanges these three Scoring Chips for a round Letter Scoring Token of that color and places it in his/her Token Holder.

Play passes to the left, with the responsibility for being the Reader also shifting to the left. The first player to collect all of the letters to spell S-M-A-R-T wins the game.

Set-Up

Description: There is no board in this game, only cards. The cards are divided into five subjects:

- S** - Science
- M** - Math
- A** - Arts
- R** - Reading
- T** - The World

The questions are further divided by grade level so that each child is competing equally. On each card, there is a first grade, second grade, third grade, fourth grade, fifth grade and sixth grade question.

1. Each player selects a Token Holder.
2. Punch out the letters S-M-A-R-T from the Token Tray and place them in the center of the table with the letter side facing up.
3. Place the colored Scoring Chips within easy reach.

4. Place the 5 decks of Brain Quest question cards in separate stacks with the question side facing up.
5. Sit around the spinner according to grade level. The youngest player should sit down first, then the second youngest player should sit on the youngest player's right, etc. The oldest player should end up on the youngest player's left. This seating arrangement will allow players to read questions close to their own grade levels.
6. Suggestion: Have a pencil and paper ready—you might need them.

Starting the Game

To start, the youngest player spins the Spinner.

Choosing a Question

The oldest player (the Reader for this turn) picks up the top card from the subject indicated by the Spinner and reads the question that matches the grade of the youngest player. Each card has 6 questions (grades 1-6). The numbers correspond to grade levels. If it is summertime, players will answer questions for the grade they just completed.

When a player answers correctly, s/he collects a Scoring Chip of the same color as the subject. If the player answers incorrectly, his/her turn is over. The Reader places the question card on the bottom of the pile.

When a player has collected three Scoring Chips from a subject, s/he trades them in for a Letter Scoring Token and places them in the appropriate space in the Token Holder. The first player to collect one letter from each subject, place them in his/her Token Holder and spell S-M-A-R-T is the winner.

Special Rules/Bonuses

The first player to spell any of the following words at the start of his/her turn (each player can only try to spell one word per turn) earns the following bonuses:

S-T-A-R – The player gets a bonus spin of the Spinner.

A-R-M – The player may take one letter of his/her choice from another player.

S-A-T – The player gets to choose which category to answer on his/her next turn, without spinning the Spinner.