

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

A-R-M – The player may take one S-M-A-R-T Token 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 SMART Spinner.

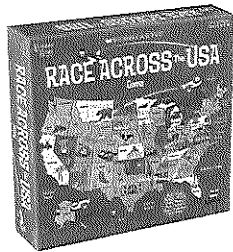
Tips for Reading Questions:

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 the 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 appropriately.

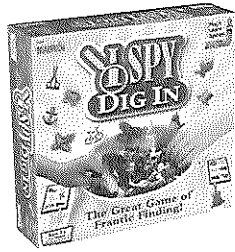
Winning the Game:

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

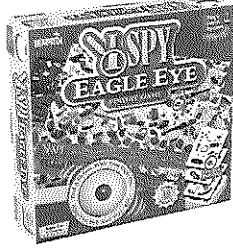
This game brings together key developmental and learning tools with fun game play experiences to inspire kids to learn. With a proprietary leveled-learning approach, kids of different ages and ability levels can play together and answer questions linked to their grade levels and what they are learning in school. Look for our other great Scholastic® learning games at a store near you or online.



Scholastic®
Race Across
the USA Game



I SPY®
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I SPY Eagle Eye®
Find it Game

Look for this game as well as our entire line of games and puzzles at:



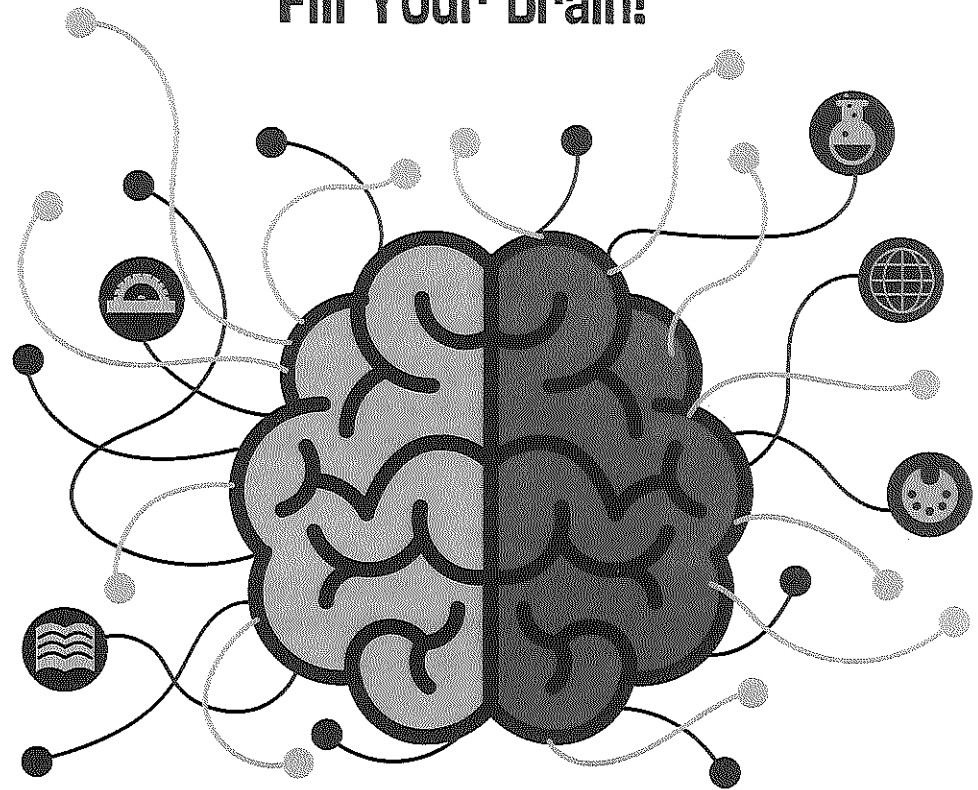
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The BRAINIAC™ Game

Fill Your Brain!



Instructions

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

Contents:

- 224 Question Cards with 1,344 questions and answers
- Giant SMART Spinner
- 50 Scoring Chips
- 20 S-M-A-R-T Tokens
- 4 Brain Boards for scoring

Object of the Game:

Be the first player to fill your Brain Board with the letters S-M-A-R-T, by correctly answering questions in 5 different subjects.

Question Cards:

This game is designed to be a portable learning center for kids and their friends. There are 224 Cards included, divided into five subjects:

S - Science Question Cards (45 included)

M - Math Question Cards (45 included)

A - Arts Question Cards (45 included)

R - Reading Question Cards (45 included)

T - The World Question Cards (44 included)

Each card includes six questions. The number on each Question Card indicates grade levels 1 to 6. This allows kids to compete equally across grades 1 to 6 during the same game. On each Card, 1 = first grade, 2 = second grade, 3 = third grade, 4 = fourth grade, 5 = fifth grade and 6 = sixth grade. All players in junior high or older must answer 6th grade questions.

Set-Up:

- If this is your first time playing the game, punch out the S-M-A-R-T Tokens and snap the Spinner arrow into the center hole of the SMART Spinner.
- To begin, place a Brain Board 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.
- Place the 20 S-M-A-R-T Tokens in the center of the table with the letter side facing up.
- Place the Question Cards in five piles by subject (Science, Math, Arts, Reading and The World) with the question side of the Cards facing up.

- Place the 50 Scoring Chips within easy reach.
- Place the SMART Spinner in the center of the table. Players should sit around the SMART Spinner according to grade level. The youngest player should sit down first, the second player should sit on the younger 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.
- Suggestion: Have a pencil and paper ready—you might need them.

How to Play:

- To start the game, the youngest player spins the SMART Spinner. If the Spinner lands on "Your Pick," the player may choose to receive a question from any of the five categories (Science, Math, Reading, Arts and The World).
- The oldest player (who will be the Reader for this turn) picks up the top Card from the subject designated on the SMART Spinner and reads the question that matches the grade of the youngest player. Each Card has six questions (grades 1 to 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 a question correctly, he/she collects a Scoring Chip of the same color as the subject and the turn continues to the next player. If the player answers incorrectly, his/her turn is over. The Reader places the Question Card on the bottom of the pile.
- Once a player collects three Scoring Chips of the same subject, that player immediately exchanges these three Scoring Chips for a S-M-A-R-T Token for that subject and places it in the appropriate space on his or her Brain Board.
- Play passes to the right, with the responsibility for being the Reader also shifting to the right.
- The first player to collect all of the Tokens to spell S-M-A-R-T wins the game.

Special Rules and 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: