

REINER KNIZIA'S MMM...BRAINS!

Objective: Gather the brains, keep them as long as you can, and become the last player to own them.

Components: 5 Special Dice, 50 brains (25 white - 1s and 25 red - 5s), 5 Player Cards (in 5 colors).

The Dice:

Each die shows the numbers 1 to 5 in different colors and one brain. On all five dice together, the numbers 1 to 5 occur once in each of the five colors.

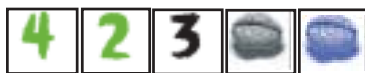
After throwing the dice, total all the numbers of one color. The maximum total you can achieve is $1+2+3+4+5=15$. Then count your brains:

- with no brains or one brain, your total counts as it stands.
- with two brains, your total is doubled.
- with three brains, your total is tripled.
- with four brains, your total is quadrupled.

Examples: $10 \times 1 = 10$



$6 \times 2 = 12$



$8 \times 3 = 24$



The Game:

With three players, leave ten 5-point (red) brains in the box and with four players leave five 5-point brains in the box. Place all other brains in the middle. Each player chooses a colored player card and places it in front of them. Any remaining player cards are left in the box.

Phase 1: The youngest player starts, then play progresses clockwise. Begin your turn by throwing all five dice. Set aside any dice you wish to keep (including none or all) and rethrow the other dice. One more time, set aside any of your dice you wish to keep and rethrow the other dice - you may even rethrow dice you initially set aside. After your third throw, your result stands. Announce your total as described above and take the respective number of brains from the middle. Keep in mind the red brains are worth 5 points and the white brain is worth 1. Players are also free to "make change" in order to take the proper value in brains. Then it is the next player's turn.

Phase 2: When there are insufficient brains left in the middle, the active player takes whatever is left. The game then changes: After establishing your result based on one color as above, the player with the corresponding colored player card must pay the respective number of brains into the middle. Note that you may choose any color that gives a positive total - not necessarily the highest. In this way you can target specific players, particularly those with many brains. If you choose a color not represented by one of your opponents, then you must pay the respective number of brains into the middle.



Example: You are the yellow player and your opponents are blue and green. Since no one is black, if you choose black, you pay 3 points of brains. If you choose blue, the blue player pays 5. If you choose green, the green player pays 3.

Game End: If a player has insufficient brains, he pays all remaining brains. A player without brains is out of the game and no longer represents his color. The game continues until there is only one player left. This player wins the game.

Hint: The colors of the brains on the dice help you decide which dice to keep and which dice to rethrow. For example, the die with the red brain, carries the red number 5 - the highest red number. Therefore, do not keep the red brain if you are aiming for red numbers.

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