Rules of the game

Setup: Shuffle the Test and Challenge cards, and put them into a single stack, face down, in the middle of the table. The back of each card shows which type of test is coming next.

Aim of the game: to win the most Challenge cards by being the first to tap the card.

* Right answer: The player takes the card.
* Wrong answer: The player must give up the card and cannot give an answer in the next round.

Description of the 5 types of test:

1 - Memory
Cover the card with your hand and name the 5 things on it.

2 - Maze
From the arrow, where is the exit to the maze? A, B, C or D?

3 - Colour
Which word is written in its own colour?

4 - Coordination
On the back of the card is a colour for each hand and a number for each finger. Once flipped, the card shows which finger or fingers on which hand you must place on the area shown in the picture.

5 - Frequency
Which illustration occurs the most often on the card?