The Mind EXTREME

For professional telepaths!

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Players: 2-4 people **Age:** 8+ **Duration:** app. 20 min.

What's new about the Extreme version?

The basic rules of the original „The Mind" game are the same. In the first round (level 1) everyone gets 1 card, in the second round (level 2) everyone gets 2 cards, etc. Everyone forms one team and tries to lay all the cards they receive correctly in the middle of the table. There is no player order. Anyone who wants to lay a card, simply lays it. **Warning: There's not just one stack in the middle of the table like with the original but two at the same time!** The stack with the white numbers is ascending (1-50), the stack with the red numbers is descending (50-1). In some levels the cards even have to be laid **face down** in the middle of the table, which makes the collective sense of time even more challenging.

100 number cards

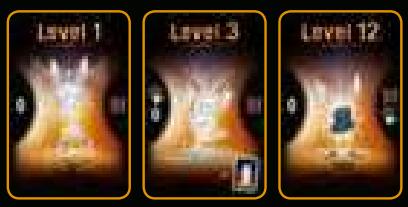


White (1-50)



Red (1-50)

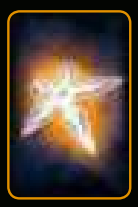
12 levels



5 lives



3 throwing stars



Setting up the game

The team gets a certain number of **lives and throwing stars**, which are placed face up next to each other on the table. The remaining lives and throwing stars are put aside at the edge of the table. They may be needed later. Now a certain number of level cards are stacked one on top of the other **ascending** and placed as a **face up stack** next to the lives and throwing stones (with level 1 at the very top). Unused levels are placed in the box.

2 players: level 1-12 • 2 lives • 1 throwing star
3 players: level 1-10 • 3 lives • 1 throwing star
4 players: level 1-8 • 4 lives • 1 throwing star

The **100 number cards** are shuffled. Each player receives one card (for level 1) and holds it in their hand so the other players cannot see it.

Course of the game

Once a player is ready to play the current level, they place one hand flat on the table. When everyone is ready, they take their hands away from the table and the game begins.

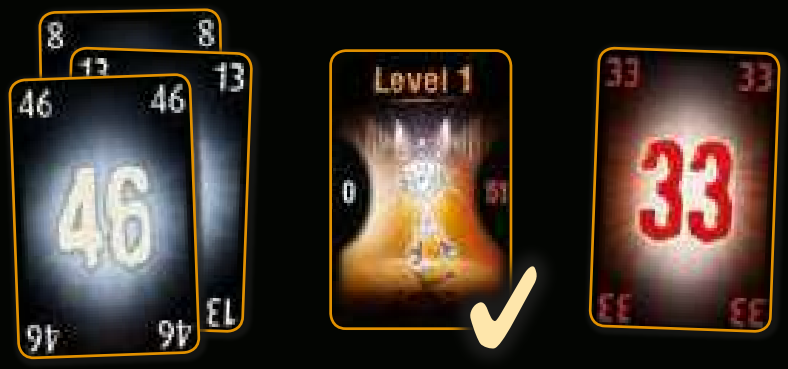
Note: It is extremely important for everyone to synchronise together for the level to complete it successfully! The players are basically allowed to resynchronise at **any time** during the game. Just say „Stop“ and interrupt the game, everyone puts one hand on the table, resynchronises, takes their hand away, and continues playing!

- The cards held by the players must be laid in the middle of the table. Only the **the white cards** are laid to the **left** of the level card, **the red cards** to the **right**!
- **The white cards** are laid on top of each other on **an ascending stack**. The lowest (available) white card has to be laid first, followed by the second lowest (available) white card, and so on.
- **The red cards** are laid on top of each other on **a descending stack**. The highest (available) red card has to be laid first, followed by the second highest (available) red card, and so on.

The cards are always laid individually. There is no player order. Any player who thinks they have the lowest available white card or the highest available red card, lays it. The players may **not** reveal or show their own numbers. The players are not allowed to confer with each other, exchange information or use secret signs!

Very important: Both stacks must be watched and played on at the same time. **Players are not allowed** to complete one of the two stacks first and then the other (regardless of the numbers available).

- Once the players have laid **all the cards** in the **correct order** (white ascending, red descending), they have completed the current level!



Tim, Sarah, Linus and Hanna put one hand on the table – they are ready. They take their hands away from the table and the game begins. Linus lays his white 8 face up to the left of the level card. Sarah lays the white 13 on the white 8. Hanna lays the red 33 face up to the right of the level card. Tim lays the white 46 on the white 13. Everything ascending in white, everything descending in red (it's just one card), everything correct – level 1 completed!

The next level: The stack's top level card is placed in the box. **All 100 number cards** are reshuffled and each player is dealt as many cards as the new current level specifies. Players hold their cards in their hand, place their other hand on the table to synchronise, and then start the next round. Once again **all the white** cards can be laid on a stack **ascending, all the red** cards **descending**.



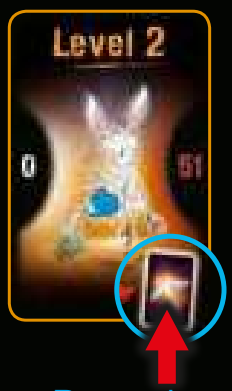
Tim, Sarah, Linus and Hanna are playing level 2. Everyone now has two cards. Hanna lays the red 45 face up. Tim lays the white 43 on the white 45. Tim lays the white

10 and then the red 36. Hanna lays the white 31, Sarah the red 26. Linus lays the white 41 and Hanna finally lays the red 3. Everything ascending in white, everything descending in red, everything correct – level 2 completed!

The levels are played one after the other in this way. **Important:** A player must always play **the lowest** white card or **the highest** red card in their hand. For example, if Tim has the white 11, 26 and 43 in his hand, he must play the white 11 first.

Reward (Level 2, 3, 5, 6, 8, 9)

Once the team has successfully mastered level 2, it receives a throwing star as a reward. It takes a throwing star from the edge of the table and adds it to the current throwing stars. There is also a reward that the team takes from the edge of the table for the mastered levels 3, 5, 6, 8, 9. The reward is shown on the bottom right of the level card (1 life or 1 throwing star).



Reward

Note: Ideally, the team can have a maximum of 5 lives and 3 throwing stars.

Laying mistake: Give up 1 life!

If someone plays a number card in the wrong order, the game is immediately interrupted by the player who is holding cards in that colour that should have been played before. The team loses one of its lives (regardless of how many cards would have had to be laid before) and must put one life card aside. Then all the held cards that should have been played before are put aside. They then continue with the level.

Sarah plays white 34. Tim and Linus shout „Stop“. Tim has the white 26 in his hand, Linus the white 30, both cards should have been laid before the 34. One life is given up. Tim puts his 26 and Linus his 30 aside. The team resynchronises and then continues.

From level 3: Playing “blind”



In level 3, the white cards have to be laid face down to the left of the level card (the red cards are laid as usual face up to the right of the level card). At the end of the level, the face down cards are turned over and the order is checked. If a player makes a mistake, it costs a life. In later levels the red cards then have to be laid face down, in levels 6 and 10 even both colours have to be face down. The blind mode is always indicated by the hand symbol on the level card.

Example 1: Once the team has laid all cards in level 3, it turns the white cards over. The following were laid: 7-14-28-20-25-23-37-48. The cards 20, 23 and 25 should have been played before the 28. A life has to be given up for this mistake.

Example 2: The following white cards were laid: 2-13-11-28-44-42-37. The 11 should have been played before the 13 and the 37 and 42 should have been played before the 44. Two lives have to be given up for these two mistakes.

Using a throwing star

Any player can suggest activating a throwing star by raising their hand at any time during a level. If all players agree, the throwing star is used. All players secretly choose either the lowest white or highest red card in their hand. Each player places the corresponding card face down in front of them first. When they are all ready, the cards in question are revealed and turned face up. A throwing star is set aside. Then the players resynchronise and play on.

End of game

If the team succeeds in completing all the stacked levels, they have won together! If the team has to give up the last life they have unfortunately failed.

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