



# genius lateral thinking game

## INSTRUCTIONS



Ages 14+  
2 or More Players

### Contents:

Game Board, 100 Cards with 200 Puzzles, 8 Bonus Cards, 4 Playing Pieces and a 2-Minute Sand Timer.

### Object of the Game:

Be the first player to enter another player's dimension on the Game Board.

### Set Up:

Shuffle the Puzzle and Bonus Cards and deal them evenly between all players. Players should place their Playing Pieces in a different dimension on the Game Board.

### Playing the Game:

Youngest player takes their turn first.

During each turn, players have two minutes (*using the 2-Minute Sand Timer*) to solve as many Puzzles as possible. Playing Pieces can be moved in straight lines only, not diagonally, and two players cannot occupy the same space on the Game Board at the same time.

For every correct answer, players may move their Playing Pieces one space and try to solve a new

puzzle. For every incorrect answer, players may either try to solve another puzzle or, if time runs out, players must move their Playing Pieces back to their previous position on the Game Board.

After the two minutes have passed, play continues clockwise with the next player trying to solve as many puzzles in two minutes.

To enter another player's dimension, players must solve a puzzle while their Playing Piece is in a space adjoining the dimension they wish to enter.

### Bonus Cards:

These Cards allow the player holding one to move ANY player's Playing Piece two spaces in whichever direction they wish. Players may decide to use a Bonus Card immediately or continue solving puzzles until their time runs out and use the Card later. Used Bonus Cards are discarded.

### Winning the Game:

Once a player's Playing Piece has entered another player's dimension, the game is over and that player is the winner of the game.

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