



## GAME RULES

### OBJECTIVE

Be the first to play all your cards by matching either color or function while using power-ups strategically.

### BASIC RULES

- On your turn, play a card that matches either the **color** or the **function group** of the previous card.
- If you **can't play**, draw a card. If the drawn card is playable, you may play it immediately.
- Special power-up cards have unique effects (see below).
- The first player to get **rid of all their cards** wins.

## FUNCTION CHEAT SHEET

### Movement & Coordination

Motor Cortex, Cerebellum, Brain Stem, Pons, Medulla Oblongata

### Sensation & Perception

Sensory Cortex, Visual Cortex, Auditory Cortex, Parietal Lobe, Insula

### Emotion & Memory

Hippocampus, Amygdala, Nucleus Accumbens, Thalamus, VTA

### Thinking & Decision-Making

Cerebrum, Frontal Lobe, Temporal Lobe, Corpus Callosum, Hypothalamus

## SPECIAL CARD FUNCTIONS

**Neuroplasticity** – Reverse turn order

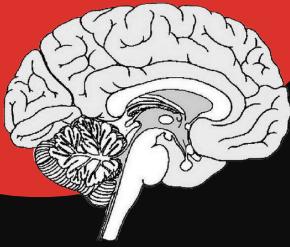
**Reflex** – Skip the next player's turn

**Memory Overload** – Next player draws two cards

**Brain Freeze** – Choose a color; next player draws four

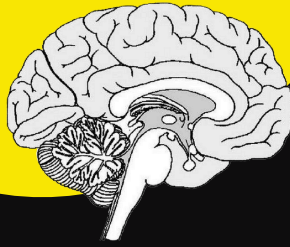
## AMYGDALA

FEAR, AGGRESSION, EMOTIONS



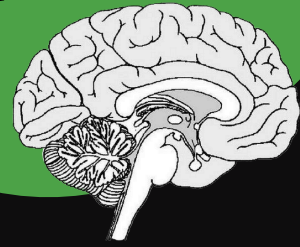
## HIPPOCAMPUS

MEMORY FORMATION, LEARNING



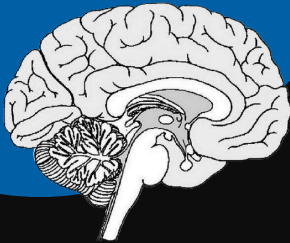
## NUCLEUS ACCUMBENS

REWARD, PLEASURE



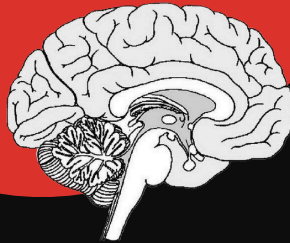
## VTA

DOPAMINE, MOTIVATION



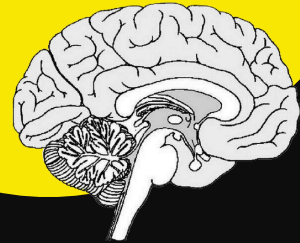
## INSULA

AWARENESS OF BODY  
SENSATIONS, EMOTIONS



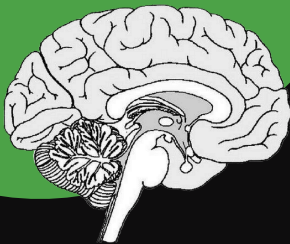
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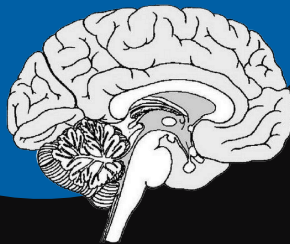
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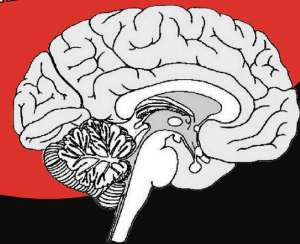
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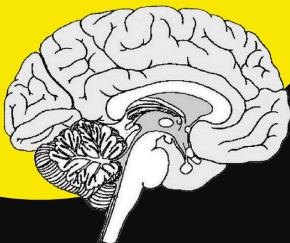
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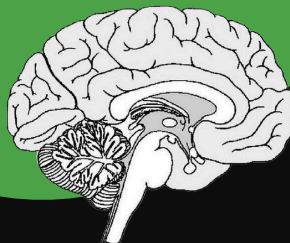
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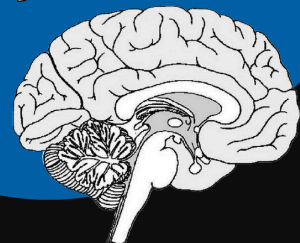
## BRAIN STEM

INVOLUNTARY FUNCTIONS



## MEDULLA OBLONGATA

BREATHING, HEART RATE,  
DIGESTION



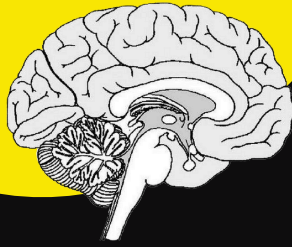
## **MOTOR CORTEX**

CONTROLS VOLUNTARY MOVEMENT



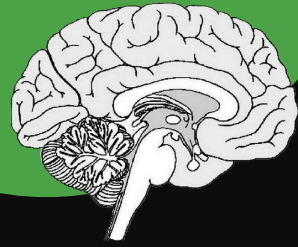
## **SENSORY CORTEX**

PROCESSES TOUCH, TEMPERATURE, PAIN



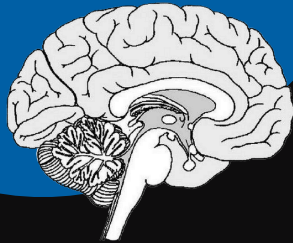
## **AUDITORY CORTEX**

PROCESSES SOUND



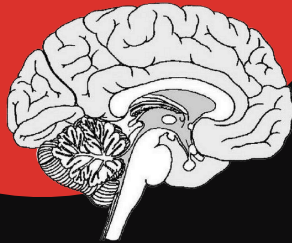
## **PONS**

SLEEP, COMMUNICATION  
BETWEEN BRAIN AREAS



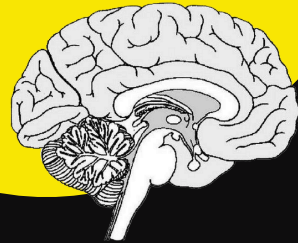
## **MENINGES**

PROTECTS THE BRAIN AND  
SPINAL CORD



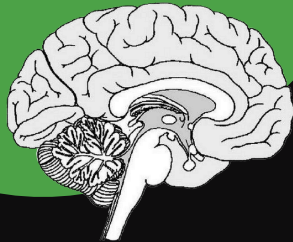
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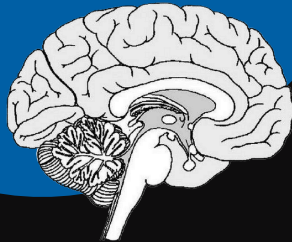
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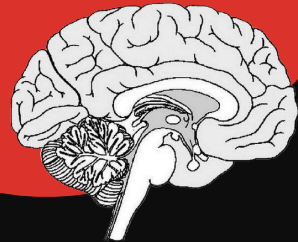
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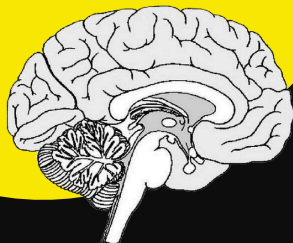
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BREATHING, HEART RATE,  
DIGESTION



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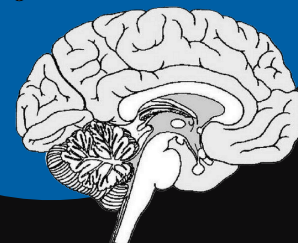
## **CORPUS CALLOSUM**

CONNECTS BRAIN HEMISPHERES



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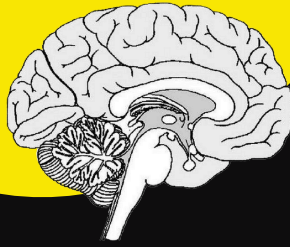
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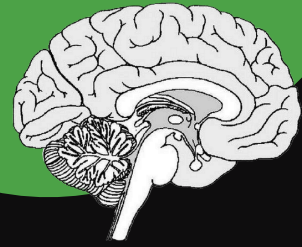
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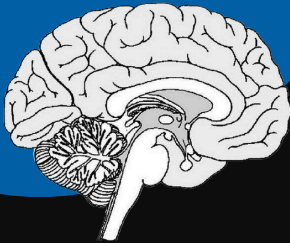
## **VISUAL CORTEX**

PROCESSES VISION



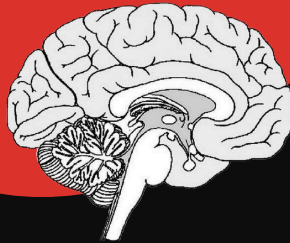
## **CEREBELLUM**

BALANCE, COORDINATION, MOTOR SKILLS



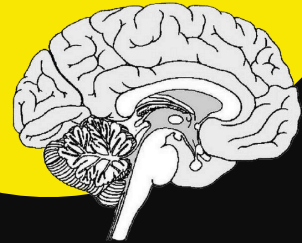
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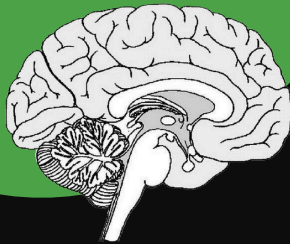
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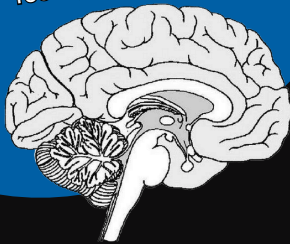
## **CEREBRUM**

HIGHER THINKING, CONSCIOUSNESS



## **PARIETAL LOBE**

TOUCH, SPATIAL AWARENESS



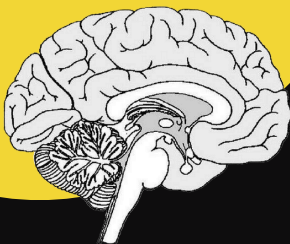
## **TEMPORAL LOBE**

HEARING, MEMORY



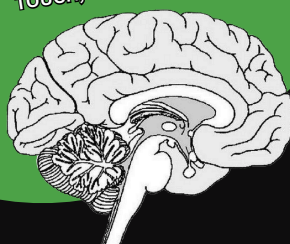
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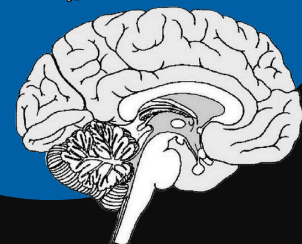
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TOUCH, SPATIAL AWARENESS




## **TEMPORAL LOBE**

HEARING, MEMORY






**MEMORY OVERLOAD**  
TOO MUCH INFO! NEXT PLAYER  
DRAWS TWO CARDS



**+2**

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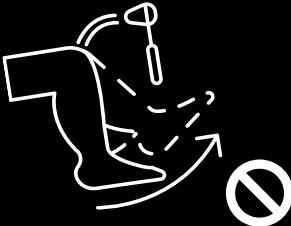
**+2**

**BRAIN FREEZE**  
OVERWHELMED! LET'S START  
FRESH. CHOOSE A NEW COLOR,  
NEXT PLAYER DRAWS 4




**+4**

**REFLEX**  
INSTANT REACTION! SKIP THE  
NEXT PLAYER'S TURN.



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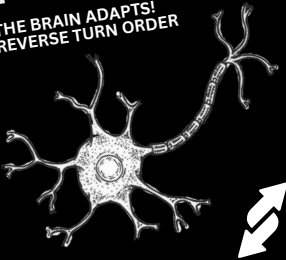


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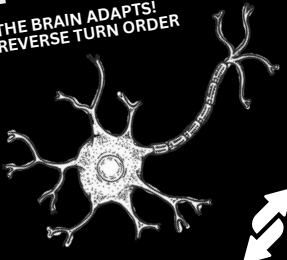


**+4**

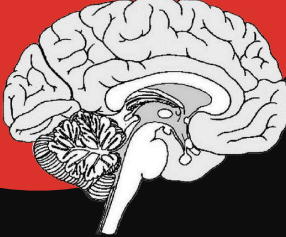
**NEURO PLASTICITY**  
THE BRAIN ADAPTS!  
REVERSE TURN ORDER



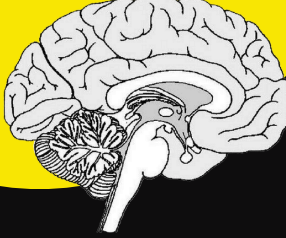
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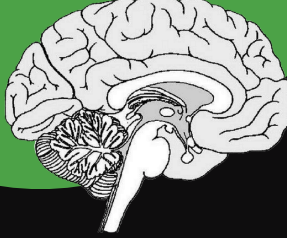
**HYPOTHALAMUS**  
REGULATES HUNGER, TEMPERATURE,  
HORMONES



**THALAMUS**  
SENSORY INFORMATION RELAY CENTER



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