

GIVE me THE BRAIN!


Welcome to Friedey's, the fast food restaurant of the damned. Most of the jobs here don't take brains . . . but that's good, because you're all zombies, and you only have one brain to share between you.


The Big Picture

The players are shambling, moaning undead, working in a fast food restaurant. Each player has a hand of cards representing the jobs he has to finish, and perhaps a couple of Bid cards that represent his pleas to the other zombies to let him use the Brain.

To win, you must *empty your hand*. You get rid of Bid cards by bidding for the Brain. You get rid of Job cards by doing the jobs, but some of those jobs cannot be completed unless you have the Brain! Fortunately, there are ways to push the worst jobs off on the other employees.


Components

 One gray 6-sided die, which represents the Brain.

 112 cards:

- 30 purple/blue Bid cards, which let you get the Brain.
- 82 yellow/green Job cards, which are the horrible, demeaning tasks you must do before you can go home. Job cards all have at least one green **hand** on them, and some also have a big pink **brain**. These icons are duplicated in the upper left-hand corner of each card for those who like to hold their cards in a fan.

The instructions on the cards are in **boldface**. The rest of the type is flavor text (Euw!).

 These rules.



Setup

Three to eight can play.

The dealer shuffles all the cards and deals seven to each player. Put the deck in the middle of the table, with space for a discard pile beside it.

At the beginning of the game, nobody has the Brain. It is “on the restaurant floor” (that is, in the middle of the table). The game begins with a bidding round to see who grabs the Brain. Roll to see who bids first, and proceed clockwise.

Card Management

The cards form a single deck. If the deck runs out, shuffle the discards to form a new deck. Do not reshuffle until you have to, because some cards let you take cards out of the discard pile.

The order of the discard pile doesn't matter, but because the top card of the deck is sometimes known, you will be given a drawing order whenever everyone draws a card.

When a Job tells you to “roll” cards, you should move cards from the deck to the discards, looking at each one . . . but those cards don't go into your hand.

Play

The game is played in turns. During your turn, you will try to perform Jobs from your hand . . . and do your best not to be given any more (good luck on that). Before the first turn, and sometimes in between turns, the zombies will try to grab the Brain.

Bidding for the Brain

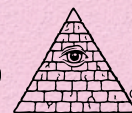
The Brain starts the game *on the floor* (in the middle of the table). Nobody has it; the players must *bid* to pick it up. At the beginning of the game, roll the die to see who bids first. During the game, bidding starts with the zombie who dropped the Brain.

You bid by playing Bid cards. These are blue and purple and say “Give Me The Brain!” at the top. Proceeding clockwise, each player may play *one* Bid card or pass. The bid goes just once around the table, so you only have one chance to grab for the Brain.

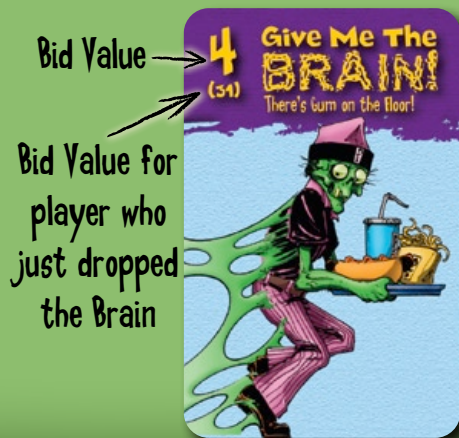
All the bids are discarded, whether they took the Brain or not. The player who played the highest bid picks up the Brain and takes the next turn.



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BID CARD



There are 30 bid cards, numbered 1 through 30. Cards 1 through 4 also show a (31). They count 31 *only when played by the person who just dropped the Brain*.

You may play any Bid card you have, even if it's lower than the last bid. You will often play low bid cards just to get them out of your hand. It's also perfectly legal to pass when you could play a bid card.

No Bids

If no one plays a bid card, everyone draws one card, starting with the player in the first bidding position. Then the bidding starts again with the same player. Eventually, someone will win the Brain.

Turn Order

When someone picks up the Brain, he takes the next turn. Play passes clockwise from that player, until someone drops the Brain again.

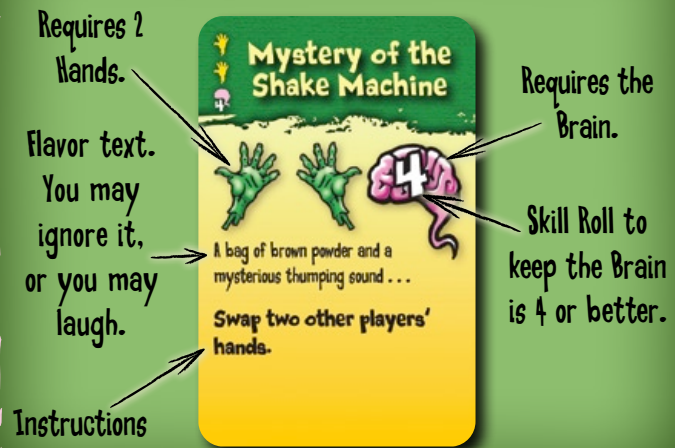
Dropping the Brain interrupts the turn order, so the turn can skip around a little. Don't let that bother you. It's a short game, and if you get skipped a lot you were probably destined to lose anyway.

On Every Turn

When it's your turn, you must either play at least one *Job* card, or take a *Loafing* turn. Loafing turns do nothing but fill your hand up, so in order to win the game you'll have to play Jobs.



JOB CARD



Playing Job Cards

Each Job card shows one or two **hands**. You can use up to two hands each turn. This means you can perform a single two-handed job, or two one-handed jobs.

If you have an Extra Hand in play, you can use up to three hands each turn, and if you have them both you can use up to four!

Note: Please, please don't confuse the "hands" you get to spend each turn with your "hand" of cards. We know you're just doing that to be difficult.



Instructions

After you play a Job card, you follow its instructions. Some of them are good for you, and some of them are bad, but they all do something. Some Job cards sound terrible, but are really great in the right combinations. Others are just plain terrible all the time.

You might get an instruction you can't follow, such as taking a card from the discards when there are none, or passing a card when you (at that instant) have no cards in your hand. If so, just ignore the impossible instruction.

Some Jobs will give you an Object as a reward . . .

Objects

Nine of the Job cards are "Objects." When you do one of these jobs, don't discard the card. Place it in front of you. You now get the benefit (or penalty) of that Object. The effect of an Object only counts after that Object is on the table, *not* while it is in your hand.





Dropping the Brain

Brains are slippery, especially after they've been passed around all night. Careful there!

After you do a Job that requires the Brain, check the big number on the brain icon. This is the job's "Skill Level." The lower the number, the easier it will be to hold onto the Brain after doing that job.

Now roll the die. **If you roll the Skill Level or higher, you keep the Brain and proceed.** If you roll below the Skill Level, you drop the Brain! Your turn ends immediately and a bidding round begins. Unless a card says otherwise, this bidding begins with whoever dropped the Brain.

The Skill Roll is only to see if you managed to hang onto the Brain. It doesn't mean you failed to do the Job. Follow the instructions on the Job card, and discard it, even if you drop the Brain.

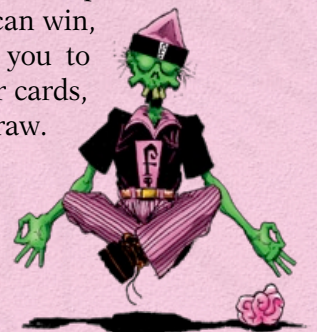
Loafing

If you can't play any Job cards at all – or if you just choose not to – you are Loafing. You have two options when you loaf: you can draw one card, or you can discard your entire hand and draw one more card than you discarded. Either way, your hand grows by one card.

To Win

Empty your hand. You must complete all card instructions before you can win, so if (for example) a card tells you to discard your hand and draw four cards, you don't win by forgetting to draw. Nice try, though.

Cards on the table *never* count as part of your hand, which means you *can* win with Object cards in front of you.



Other Questions

Got a question about *Give Me The Brain*? Ask the experts at our forums: forums.sjgames.com.

If someone has an Object in play and passes it to you, it stays face-up in front of you and you get its benefits (or penalties).

There are three cards that can remain in play temporarily but are not Objects. Real Objects have the word "Object" in the title.

Need The Brain?



Some Jobs require, not merely a Hand or two, but the Brain as well. These Jobs are indicated by the pink Brain icon. If a Job requires the Brain, you can only play it if you are holding the Brain.

Therefore, to get these cards out of your hand, you will need to get the Brain and keep it for a while . . . or to play your regular Job cards in such a way that you can discard the Brain-type tasks. Or, better yet, push them off onto other players.

Unlike Hands, the Brain can be used more than once a turn. If you have two one-Hand cards that both require the Brain, you can play them both in one turn . . . maybe. There's a chance you will drop the Brain every time you use it.

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