

The Great Brain Robbery player aid

On Every Turn:

1. Discard (if desired).
2. Movement: $2d6 +$ (head brain run value). If no head brain, roll one less die for each card in hand. Then discard to add run values.
3. Install brain (if desired). Pay “cost” in counters. Discard previous brain.
4. Discard down to two cards.

Train cars:

If you move off front, add random car(s). Then if $1d6 < (\# \text{ cars})$, remove last car and roll again. Players on destroyed cars go behind train and discard cards in hand. Must move on to train on next turn.

Cars are removed from game when destroyed, except for caboose. (If drawn, it becomes engine.)

If you land on:

1. Brain counter: Take it, draw a card.
2. Player(s): Either fight or coexist.
3. Brake: Remove one train car. If engine is only car when braked, game ends immediately.

Fighting:

Find strength using same rules as in movement, except with hit values. If tied, attacker wins.

Winner may steal, rearrange, discard head brains of players involved.

Each loser gets one counter.

Winning:

At game end, player with highest IQ head brain wins. If all players have cheese or no brain, everyone loses.

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