XOBrainer™
INSTRUCTIONS

From 10 years

From 2 players

5-60 min.
Depending on game choices

THE GAME

In XOBrainer you flex your brain muscles to win! The object of the game is to get 5-in-a-row in either **shape** (X's or O's) or **colour** (green or red). It sounds simple, but you have to think two-dimensionally and use, not only your own pieces, but also your opponent's pieces to get 5-in-a-row. When you achieve 5-in-a-row you earn a number of points based on the placement of the row on the game board. You win the game when you've earned enough points or by winning by knockout.

Game variations

Increase the challenge by adding one or more of the game variations: TimeBomb, Random, Mission or Map. Use the Map/Mission Cards when playing the Map or Mission variation of XOBrainer. The variations can be combined freely. Learn more about the variations on page 6-9.

TimeBomb

Random

Mission

Map

XOBrainer WebApp

You can use the free XOBrainer WebApp to enhance gameplay experience. The WebApp is available on all platforms, for use with your mobile device. You'll find your unique code for the WebApp on page 5.

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Find video instructions at:
www.xobrainer.com/instructions

Have fun playing XOBrainer!

GETTING STARTED

1 Get ready

Compete one on one or team vs team. In a team battle, each team player takes turns placing either an X or an O for the player's team. The team players can't discuss the strategy or communicate during the game, but have to rely on skill and ingenuity to win the game.

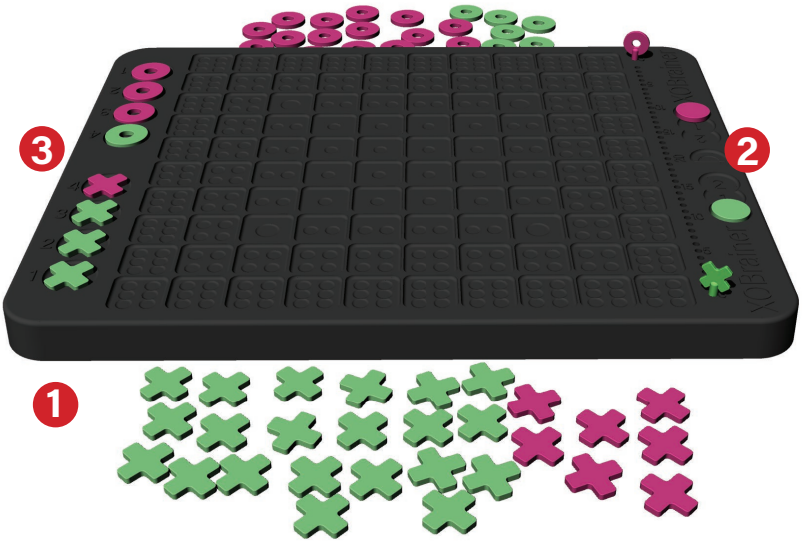
Player/team X has the X's, 24 pieces are green and 8 pieces are red. Player/team O has the O's, 24 pieces are red and 8 pieces are green.

2 Reset the score

Place the point markers and set markers at "0". A game is usually played as best of 5 sets, a set is won when the first player/team reaches 20 points. The game is won, when a player/team has won 3 sets. If you want a shorter game, see suggestions on page 4.

3 Keep track of the colour order

Each player/team places 4 pieces in the line-up area. The numbers 1-4 indicate the order of which the pieces are to be played. The first 3 pieces should be in the player/team's main colour, the fourth piece should be in the opponent's main colour. Player/team X will place 3 green X's and 1 red X in the line-up area. Player/team O will place 3 red 0's and 1 green O. When the line-up area has been emptied, you place 4 new pieces, in the same order as above.



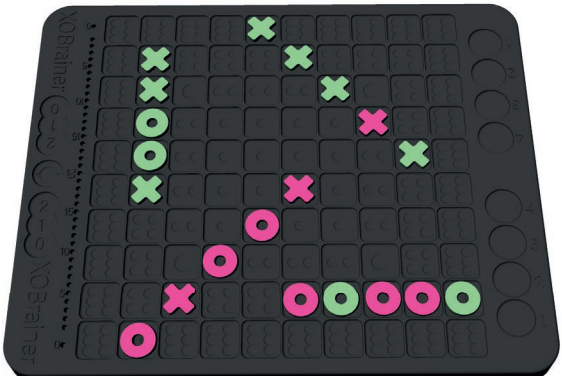
PLAYING THE GAME

Win rounds and earn points

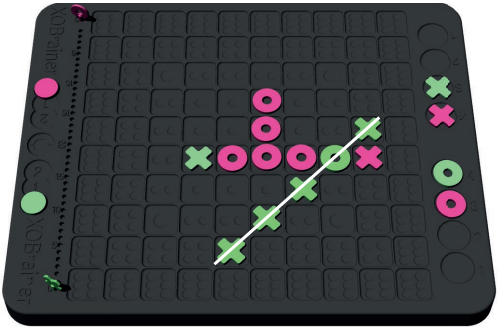
Determine the starting player by drawing lots. Each player/team take turns placing either an X or an O on the game board until a player/team achieves 5-in-a-row, in either **shape** or **colour**. You can place your pieces anywhere on the game board, with one exception; in the **Knock Out squares** Player/team X may only place a red X and Player/team O may only place a green O.

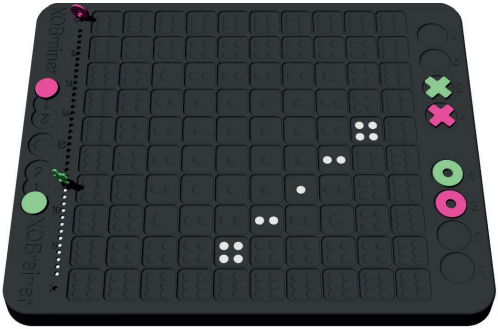
Player/team X wins the round with 5-in-a-row with 5 **X's** or 5 **green** pieces in-a-row. Player/team O wins the round with 5-in-a-row with 5 **O's** or 5 **red** pieces in-a-row.

Examples of 5-in-a-row



The winner of the round scores a number of points, equivalent to the number dots in each square beneath the row. The winner moves the point marker to match the numbers of points achieved.

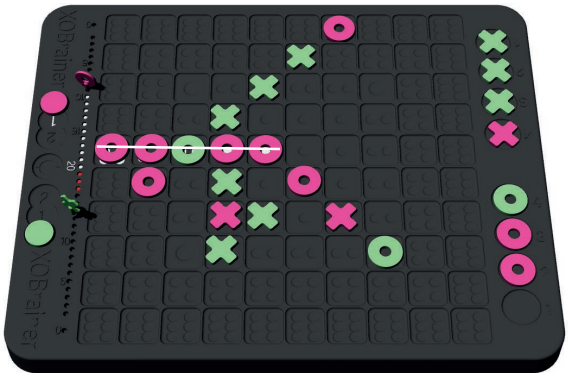




Each team/player gets ready for a new round by **clearing the game board** and placing new pieces in the line-up area. **The loser of the previous round opens the next round.**

20 points to win a set

The first player/team to reach 20 points wins the set. The winner will move the set marker forward one spot. Both players/teams then resets their point scores – by moving the point marker to '0'. This marks the beginning of a new set. If a player/team gets more than 20 points, the excess points won't be transferred to the next round. All rounds starts with a point score of 0-0.

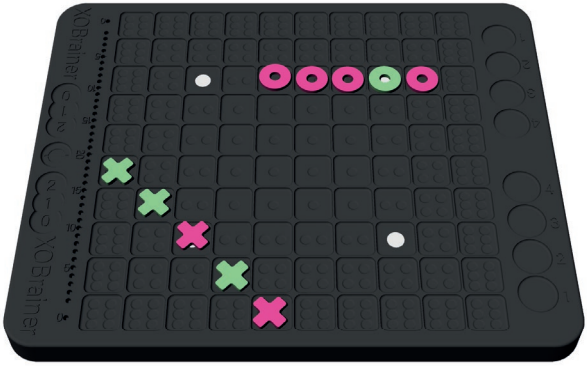


Winning the game

XOBrainer is typically played best of 5 sets, the winner being the player/team who first wins 3 sets. Regardless of point/set score XOBrainer can, at any point be immediately won by **Knock Out**. A player/team can lead in points and set score and still lose the game in an instant.

To win by Knock Out a player/team has to achieve 5-in-a-row that passes through one of the 4 Knock Out squares. You may only place pieces that both players/teams can benefit from, in the Knock Out Squares (red x's, green o's).

Examples of 5-in-a-row passing through Knock Out squares



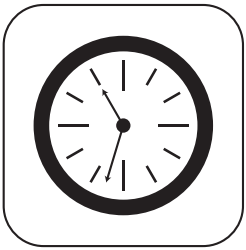
SPECIAL RULES

Special rule for simultaneous 5-in-a-row
In rare occasions, placing the last piece may cause both players/teams to to achieve 5-in-a-row. In such cases, the player/team who placed the final piece wins the round.

Special rule for 6-in-a-row
If a player/team achieves 6-in-a-row – there will only be given points for 5-in-a-row. The player/team can choose the 5-in-a-row earning the most points.

GAME TIME

Usually a game of XOBrainer is played best of 5 sets. The game is won when a player/team has won 3 sets. (The game can be won in an instant by Knock Out). If you want a shorter game, you can instead play:



- Best of 3 sets.
- 1 set.
- A number of rounds, won by highest total point score.
- 1 round.
- Until a certain point score has been reached by a player/team.

PARTICIPANTS

When playing team vs team we recommend not being more than 3 players per team. If you are many players, we recommend setting up a tournament.

On our website, you can find inspiration for different types of tournaments.

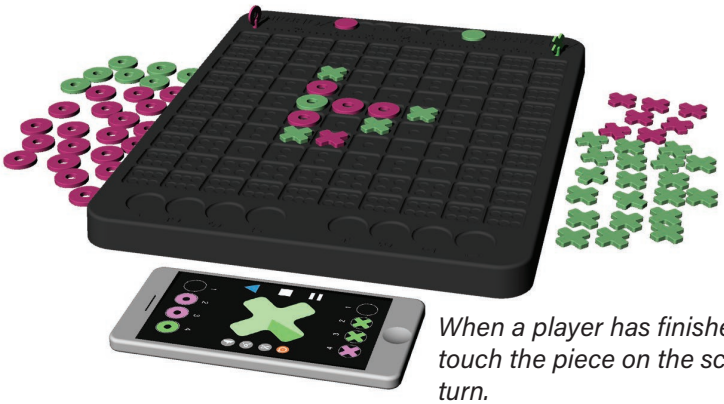
XOBRAINER WEBAPP

Use XOBrainer WebApp to play the different game variations.

The WebApp can be used for:

- Drawing lots.
- Keep track of the colour order, you don't need to use the line-up area on the game board. The line-up area will be shown on the WebApp.
- Set a time limit for each move in the game variation *TimeBomb.*
- Draw the random colour order for the game variation *Random.*

With exception of TimeBomb, all variations can be played without use of the WebApp, it is merely an aid that makes it easier and more fun to play XOBrainer.



When a player has finished a move, touch the piece on the screen to end the turn.

Access XOBrainer WebApp:

- Go online on your smartphone or tablet.
- Enter webapp.xobrainer.com in your browser
- Create a profile or log on via Facebook.
- Enter your unique code - see below

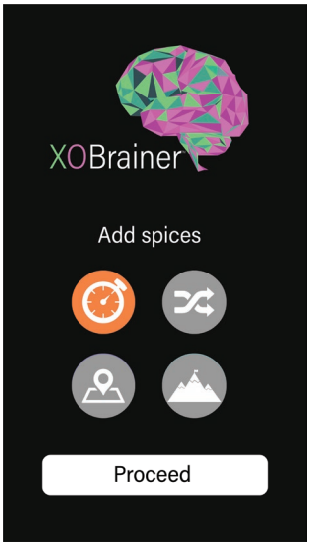
The code is only avaliable in the printet version

TIMEBOMB

Set a time limit for each move to add extra pressure
The TimeBomb counter is available in the XOBrainer WebApp. You can set the timer at 10, 20, 30 or 40 seconds.

When the timer is on, either a X or an O will be shown on the screen, counting down the seconds. When a player has finished a move, touch the piece on the screen to end the turn. Think fast and several moves ahead! Your opponent's time starts, when you end your turn by touching the screen.

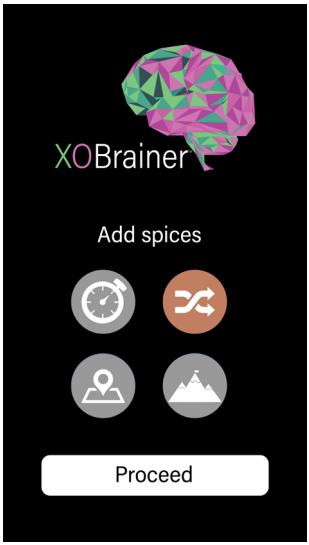
If a player doesn't finish his turn before time runs out, the turn is lost.

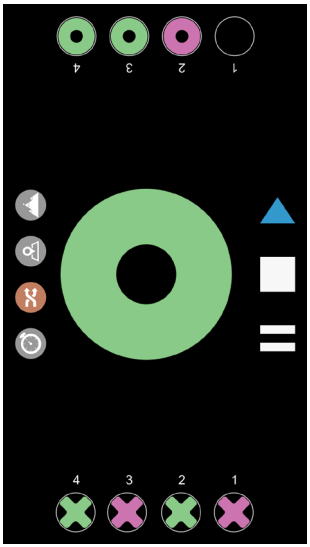


RANDOM

Play with a randomly selected colour order
Pay close attention to the colour order of both players/teams and use the order to your advantage! Draw 4 pieces from your bag and place it in the line-up area, in the order they were drawn. When the first 4 pieces have been played, you draw 4 new randomly selected pieces.

You can also use the WebApp to play Random. The WebApp will choose 4 pieces for you and show which order they are to be played.





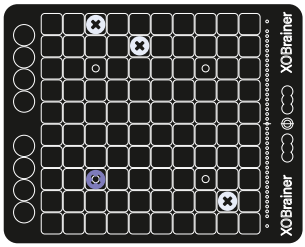
MISSION

Solve a secret mission and score bonus points
Before starting the round each player draws a card, which is kept secret from teammates and opponents until the round has been won by 5-in-a-row.

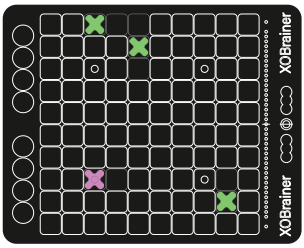
The card depicts the player's secret mission; to place as many pieces pictured on the card as possible. Every mission piece placed according to the card earns the player/team 3 bonus points, but only if the player/team also achieves 5-in-a-row. If a mission piece is a part of the 5-in-a-row, the bonus points will be added to the points earned for the 5-in-a-row. If a player/team succeeds in placing all 4 pieces as pictured on one card and achieving 5-in-a-row, the game will be won by Knock Out. It is not a condition that the 5-in-a-row contains any mission pieces.

How to read the Map/Mission cards
The card shows a picture of the game board, turn the card so it matches the direction of the game board. The white markings indicate pieces in the player/teams main colour. The purple marking indicates a piece in the opponents main colour.

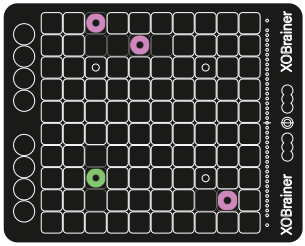
Map-/Mission card



Meaning for Player/Team X



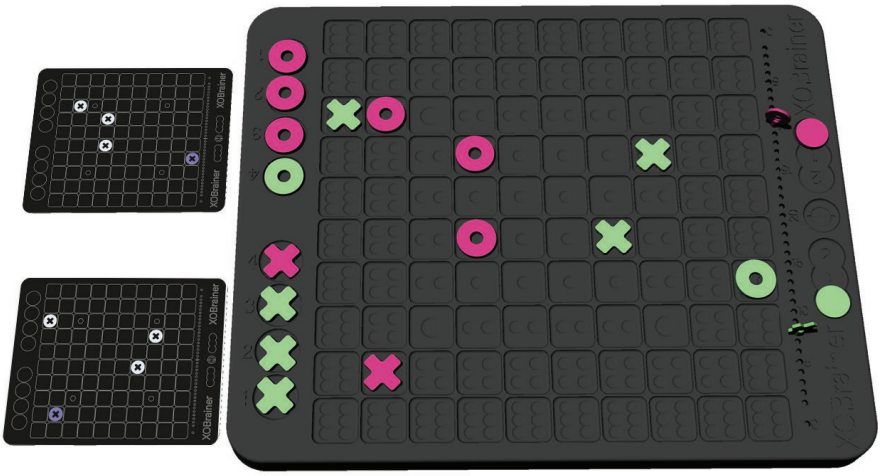
Meaning for Player/Team O



MAP

New challenging starting point at every round
Take a chance and start the game with different set-ups. Each player/team draws a card and places 4 X's and O's on the game board according to the card. Is this way each round starts with a different set-up.

The cards are read the same way as indicated in "Mission".



Designed, developed and produced in Denmark.

Produced by:
Danish Brain Games a/s
K. Christensens Vej 6
9200 Aalborg SV
Danmark

www.xobrainer.com

XOBrainer is a registred trademark.
Reg. Community Design.
Patent Attorney - Larsen & Birkholm A/S

Advarsel! Kvælningsfare. Små dele.
Warning! Choking hazard. Small parts.
Achtung! Erstickungsgefahr. Kleinteile.
Waarschuwing! Verstikkingsgevaar. Kleine deeltjes.
Varning! Kvävningsrisk. Små delar.
Advarsel! Kvelningsfare. Små deler.
Attention! Risque d'étouffement. Petites pièces.
Attenzione! Pericolo di soffocamento. Piccole parti.
¡Advertencia! Riesgo de asfixia. Piezas pequeñas.