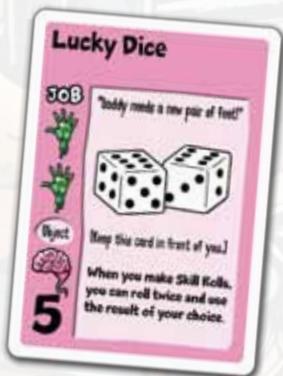


Objects:

Objects: There are eight Job cards called “Objects” that stay in play. These cards have “Object” written on them, as shown here, and they (usually) remain in play in front of whoever played them. Any effect written on an Object is active once that Object is on the table, not while it is in your hand.

There are three other cards that are not Objects but remain in play temporarily. They all say “This is not an Object.”

Whether they are Objects or not, cards that are on the table never count as part of your hand, so you can win with these cards in front of you. (*Except for the Mop.*)



Winning:

To win, just 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.



A Sample Game:

Margaret, John, and Francine the Jack Russell Terrier are playing Give Me the Brain. Francine barks a lot, shuffles, and deals a hand of 7 cards to each player.

The Brain starts on the floor (in the middle of the table.) The players roll the die to determine who will bid first to pick it up, and Margaret wins that roll.

Margaret plays a Bid of 8 to pick up the Brain. John passes, and Francine plays a Bid of 6. Margaret takes the Brain and the first turn. Both bid cards are discarded.

Since she has the Brain, Margaret plays a card that requires it. (She won't always have the chance!) She plays “Breakfast Rush,” which causes everyone to draw a card.

Because Breakfast Rush requires a Skill Roll of 3, Margaret must roll a 3 or higher to continue her turn. She rolls a 4, and hangs on to the Brain.

Margaret has used only one hand, but she doesn't want to play anything else, so the turn goes to the left, to John.

John doesn't have the Brain, so he can only play cards that don't require it. He plays “Are You Still Serving Breakfast?” which causes Francine to draw a card.

Francine the Jack Russell Terrier hates, hates, hates her hand, so she takes a Loafing turn. She discards all nine cards and redraws a hand of 10.

Margaret is next. She plays “Extra Hand,” which is an object that gives her one extra Hand each turn. The Skill Roll for this card is 4, but she rolls a 3, dropping the Brain and ending her turn. (Which is too bad, because otherwise she could have used that extra hand right away.)

With the Brain on the floor, the bidding starts with the player who dropped it. Margaret plays a 5. John passes. Francine plays a 15, and takes the Brain and the next turn.

The game continues until Francine eventually wins, and she then spends twenty minutes chewing on the box.

About the Game:

Give Me the Brain was concocted by James Ernest and Toivo Rovainen in the Fall of 1996, designed by James Ernest, and published in 1997 by Cheapass Games, with original artwork by Brian Snöddy.

The game won the Origins® Award for Best Traditional Card Game of that year, alongside **Kill Doctor Lucky**, another Cheapass Game, which won for Best Abstract Board Game.

Several more Friedey's games followed, including **Lord of the Fries**, **Change!**, **Dead Money**, and **The Great Brain Robbery**. This is the fourth edition of **Give Me the Brain**, with an updated card list, and brand new cover art from Brian Snöddy.

Give Me the Brain and **Lord of the Fries** spent a few years living with a rich uncle, when special editions of both games were released by Steve Jackson Games, while Cheapass was on a publishing hiatus. This edition represents the return of **Give Me the Brain** to the Cheapass family (with, we hope, **Lord of the Fries** soon to follow).

Give Me the Brain is © 1997, 2014 James Ernest and Cheapass Games; Friedey's and the “F” logo are ™ James Ernest and Cheapass Games, designed by James Ernest and Brian Snöddy.

Got a question about Give Me The Brain? Ask the experts at cheapass.team@gmail.com.

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GIVE ME THE BRAIN!

*The Original Fast-Food
Zombie Card Game*

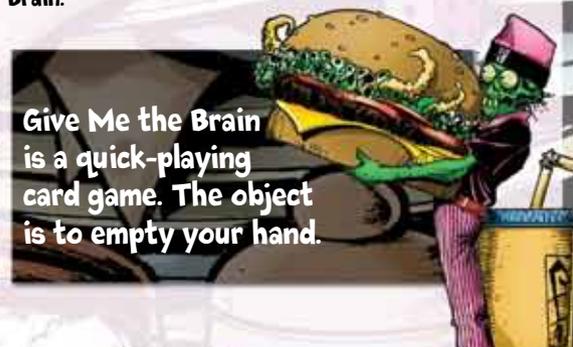
Welcome to Friedey's, the Fast-Food Restaurant of the Damned.

You and your friends have been working at this accursed establishment ever since you rose from the grave, and frankly, being dead was more fun.

And to make matters worse, you've only got one Brain to pass around.

Each of you has a handful of daily chores, and when you're done, you get to go home.

But ending your workday won't be all fun and games. For one thing, you're probably going to need that Brain.



Give Me the Brain is a quick-playing card game. The object is to empty your hand.

Box Contents:

This game comes with 110 cards, a 6-sided die, and this rule book. The die represents the Brain. We didn't include a tiny rubber Brain, but really, despite how unnecessary it is, you probably ought to get one.

How to Win:

Cards represent tasks that you must perform before you can go home. To win, you must empty your hand.

To Begin:

Shuffle the deck and deal a starting hand of **7 cards** to each player. Put the deck in the middle of the table, with space for a discard pile beside it. *If the deck ever runs out, shuffle the discards and replace it.*

The Brain starts "on the floor," which means it's in the middle of the table, and nobody has it. Because of this, the game starts with a bidding round.



Bidding:

The Brain has two states: It's either *on the floor* (in the middle of the table) or someone is holding it.

When the Brain is on the floor, as at the start of the game, players must *bid* to pick it up and take the next turn. When someone is holding the Brain, the game proceeds normally.

Bidding usually starts with the person who dropped the Brain. At the beginning of the game, bidding starts with a random player. Roll the die to determine who will bid first.

Proceeding to the left, each player may play one *bid card* or *pass*. This action goes just once around the table, and then the high card will take the Brain.

After the bidding, all the bids are discarded, and the player who played the highest bid picks up the Brain and takes the next turn.

There are 28 bid cards, numbered 1 through 28. Cards 1 through 4 also say "29." These cards can be worth 29, but only when played by the *person who just dropped the Brain*.

You bid whatever value you want, even less than the last bid. You will sometimes 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, the Brain stays on the floor and everyone draws one card, starting with the player in the first bidding position. Then the bidding starts again in the same place.

This repeats until someone gets the Brain off the floor.

Bidding and Turn Order: Whoever picks up the Brain takes the next turn. The turn will then proceed to the left, until someone drops the Brain again.

Dropping the Brain interrupts the turn order, so the turn can skip around a little. Note that the turn order *isn't* changed by cards that move the Brain around; only when the Brain is dropped on the floor.

Taking Turns:

When it's your turn, you must play at least one **Job Card**, or take a **Loafing** turn. Loafing gets you more cards, so in order to win the game you'll have to play Jobs.

Playing Job Cards: You have *two hands*. Each Job requires one or two hands, as indicated by hands on the card.

You can use up to two hands each turn. So, you can perform one two-handed job, or up to two one-handed jobs.

If you acquire the **Extra Hand** Object, you can use up to three hands each turn!

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.*

Card Instructions: When you play a Job card, you follow its instructions; some of them are good, and some of them are bad, but they all do something. Some Job cards sound terrible, but might be really great in specific combinations. Others are just plain terrible all the time.

Impossible Instructions: It's possible that you'll be given an instruction you can't follow, like moving all the Objects when there aren't any in play, or passing away a card when you (temporarily) have no cards in your hand. If so, you can just ignore the impossible instruction.



Need The Brain? Some Jobs require you to have the Brain. These Job cards are pink and have a Brain in the lower left-hand corner. If a Job requires the Brain, you can only play it if you are holding the Brain. (There are some exceptions, but you'll discover them as you play.)

Skill Rolls: Every time you play a card that requires the Brain, you must roll the die and compare it to the number under the Brain, which is the "Skill Level" of the Job. This roll happens after you finish the instructions on the card. If you roll equal to or higher than the number under the Brain, you keep the Brain and proceed. If not, you drop the Brain.

When you drop the Brain, your turn ends immediately and a bidding round begins. Unless directed otherwise, this bidding begins with whoever dropped the Brain.



Loafing:

If you don't play at least one Job card, either because you can't, or because you don't want to, then you are taking a **Loafing Turn**.

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 held before*. Either way, your hand grows by one card.