



CHIP THEORY Kids

Bear in Mind

Reiner Knizia

RULEBOOK



AGES
4-99



PLAYERS
2-5



15+
MINS





Wake up, Bobby Bear!

Bobby Bear just woke up from hibernating. His friends are ready to tell stories about the places they went and things they did over winter break.

*First make up the stories,
then try to remember what everyone said!*







Story Boards

Bobby Bear Pawn

Wooden Die

Image Tiles

SET UP

- 1. Story Boards:** Put the story boards side by side in any order.
- 2. Get the Image Tiles Ready:** Look at the table below and decide how long the game should be. Randomly take that many tiles and put the rest back in the box. Shuffle the tiles you took into a stack and put it face down on the table.
- 3. Bobby & the Die:** Get the Bobby Bear pawn and die ready where everyone can reach them.
- 4. Youngest First:** The youngest player will take the first turn.

GAME LENGTH	TILES TO USE
Short	15
Medium	20
Long	25



HOW TO PLAY

The First Stories

At the start of the game, players take turns drawing image tiles and putting them on the table.

On your turn:

1. Draw a Tile: Draw a tile and show it to everyone.

2. Place the Tile: Place the tile face up on the table next to one of the ten pictures on the story boards. (On turns after the first one, choose a picture that does not already have a tile.)

3. Tell Your Story: Say out loud what you see and tell a story that involves both the tile image and the picture it's next to.

Example: The hippo was relaxing at the beach when a little crab walked by and gave him an acorn. He thanked the crab for his new gift!

4. Turn it Down: End your turn by turning the tile face down in place.

Now it's the next player's turn around the table.

Keep doing this until there is a tile next to every picture.

Note: It's important for everyone to try to remember the stories for the next phase of the game!



Remembering the Stories

Now the oldest player puts the Bobby Bear pawn on any of the ten pictures.

The players keep taking turns, continuing with whoever's turn was next after the last tile was put face down. In the remembering part of the game, turns go like this:

1. Roll the Die & Move Bobby: Roll the die and move Bobby that many times from picture to picture, going clockwise.



2. Remember! Try to remember what image is on the tile where Bobby is standing. Tell the story about the image and the picture.



3. Were You Right? Turn the tile face up.

• **If you remembered the image correctly, take it.** You scored a point! (You don't have to remember the whole story. If you remembered the image, you get the tile.) Then, draw a new tile, show it to the other players, make up a new story, and turn it face down.

• **If you weren't right, turn the tile back face down.**

When the pile of tiles runs out, stop placing new ones. Keep playing until Bobby lands on a picture without a tile, which ends the game.



HOW TO WIN

When the game ends, the player with the most tiles is the winner!



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Made in Ningbo, Zhejiang Province, China.

