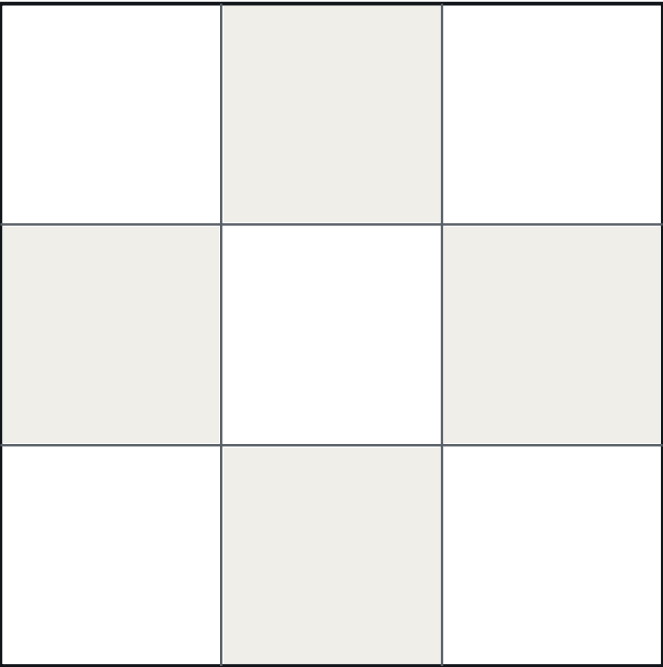


Brain Mat - robot's 1st move

Pencil only. Keep this page and the board the same way round: robot's row at the top.

ROBOT'S ROW



HOW TO READ A TILE

- Trainer pawn (you)
- Robot pawn
- A move the robot can make
- Draw an X when that move loses a game

PICK A MOVE · live = not crossed off, in letter order

- 1 live move** Play it. No roll.
- 2 live moves** 1 3 5 = first · 2 4 6 = second
- 3 live moves** 1 4 = first · 2 5 = second · 3 6 = third
- 4 live moves** 1 2 3 4 = first to fourth · 5 6 = roll again

ROBOT'S TURN · the Hands follow the mat, no thinking

- Find the tile that matches the board exactly.
- Pick a live move with the die. Play the arrow.
- Write the tile code + letter in the Learning Log.
- All boxes crossed? The robot resigns.

TRAINER'S ROW · you move first

ROBOT'S 1ST MOVE · 3 tiles · start position below

1-01 robot's move 1

A ☐ B ☐ C ☐

1-02 robot's move 1

A ☐ B ☐ C ☐ D ☐

1-03 robot's move 1

A ☐ B ☐ C ☐

START set up like this

37 tiles, 90 moves. 32 of them lose against a smart Trainer – the robot has to find out which.

Brain Mat - robot's 2nd move

2 live moves: 1 3 5 = first · 2 4 6 = second 3 live moves: 1 4 = first · 2 5 = second · 3 6 = third 4 live moves: 1 2 3 4 = first to fourth · 5 6 = roll again

2-01
robot's move 2

A ☐ B ☐ C ☐

2-02
robot's move 2

A ☐ B ☐ C ☐ D ☐

2-03
robot's move 2

A ☐

2-04
robot's move 2

A ☐ B ☐

2-05
robot's move 2

A ☐ B ☐

2-06
robot's move 2

A ☐ B ☐ C ☐

2-07
robot's move 2

A ☐ B ☐

2-08
robot's move 2

A ☐ B ☐ C ☐ D ☐

2-09
robot's move 2

A ☐ B ☐

2-10
robot's move 2

A ☐ B ☐ C ☐

2-11
robot's move 2

A ☐ B ☐

2-12
robot's move 2

A ☐ B ☐ C ☐

2-13
robot's move 2

A ☐ B ☐

2-14
robot's move 2

A ☐ B ☐ C ☐ D ☐

2-15
robot's move 2

A ☐ B ☐

2-16
robot's move 2

A ☐ B ☐ C ☐

2-17
robot's move 2

A ☐ B ☐ C ☐

2-18
robot's move 2

A ☐ B ☐

2-19
robot's move 2

A ☐ B ☐ C ☐ D ☐

2-20
robot's move 2

A ☐

Brain Mat - robot's 3rd move

2 live moves: 1 3 5 = first · 2 4 6 = second 3 live moves: 1 4 = first · 2 5 = second · 3 6 = third 4 live moves: 1 2 3 4 = first to fourth · 5 6 = roll again

3-01 robot's move 3

A ☐

3-02 robot's move 3

A ☐ B ☐

3-03 robot's move 3

A ☐ B ☐ C ☐

3-04 robot's move 3

A ☐ B ☐

3-05 robot's move 3

A ☐ B ☐

3-06 robot's move 3

A ☐ B ☐

3-07 robot's move 3

A ☐ B ☐

3-08 robot's move 3

A ☐ B ☐

3-09 robot's move 3

A ☐ B ☐

3-10 robot's move 3

A ☐ B ☐

3-11 robot's move 3

A ☐ B ☐

3-12 robot's move 3

A ☐ B ☐

3-13 robot's move 3

A ☐ B ☐ C ☐

3-14 robot's move 3

A ☐