Mind Games

Created by "Tangerine Thieves"
during Youth Exchange "Aiming
For Equ(ALL)ity"

BITISI

reencontro
Associação social, educativa e cultural
Vila Nova de Tazem

Erasmus+
Changing lives. Opening minds.

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Aiming For Equ(ALL)ity

We had an APV prior to the Youth Exchange and the Youth Exchange itself lasted for 6 working days.

Dates: 05/03/2020 – 10/03/2020

Venue: Vila Nova de Tazem, Portugal

Main topic: Gender Equality

Number of participants: 35

Participating Countries: Belgium, Hungary, Lithuania, Greece, Croatia, Georgia and Portugal

Games were created/ shared by the participants of the project and played through the entire project.

It is addictive ...

The offered games are blowing players' minds. They are built on simple logic, but it takes high concentration to figure them out... Sometimes it is impossible to find answers... Once your mind is blocked, you find it hard to come up with a solution... But "curiosity killed a cat" - you never give up.

It takes long ...

Our participants were playing them during several hours and even during several days. People who love challenges, they are not eager to be shared with a solution as it means that they failed. So they keep on thinking and struggling... But the more you think, the harder it is to find a solution.

Now if you feel ready, you can enjoy our mind games.

"AN ELEPHANT"

You go in a group of people and ask a question: "En elephant is getting somewhere. Where is he getting to?"

There are no other instructions. People need to think about the question and find the correct answer. One participant asked us this question on the first day of the project. It took us 4 days to find the solution.

Enjoy the game :)

Sincerely,
Your Elephant <3
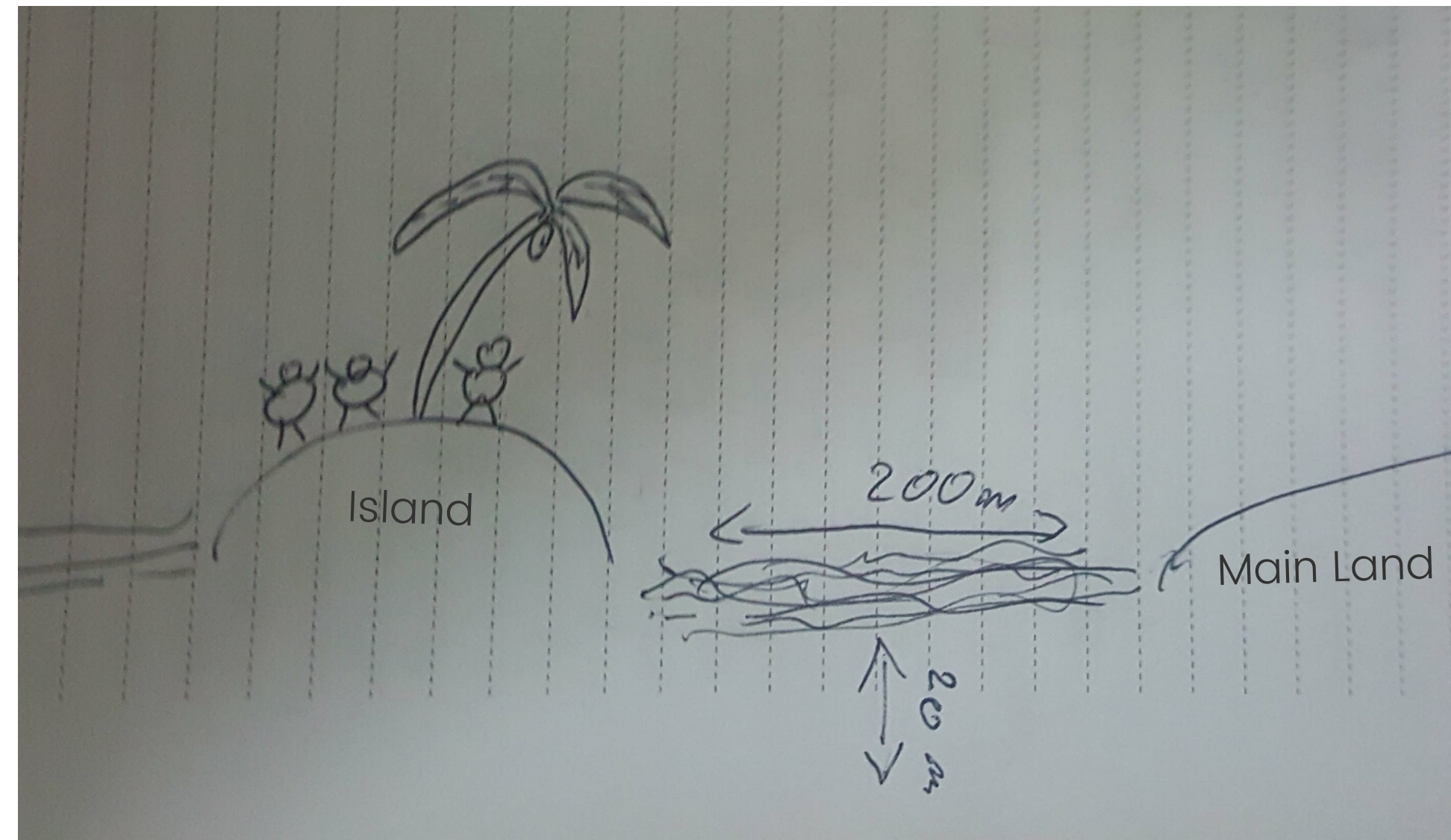
*check the answers sheet to know the logic

"3 LITTLE MONKEYS"

You get a pan and a paper in your hands and go in a group of people. You give this instructions while drawing the picture:

Instructions: "There are 3 little monkeys on an island. They are too little and a bit fat. There is a palm tree on the island. These little monkeys need to find a solution in order to reach the main land which is 200 meters away from the island. The water is deep enough - 20 meter depth. The monkeys cannot swim.

Please find a solution how these little monkeys can reach the main land".

*check the answers sheet to know the logic

"Ships Crossing the River"

You will play a melody on a table or on your legs using your hands and after that you ask a question: "How many ships crossed the river?"... People need to guess the correct number. Each time you make a different melody and ask different questions with the same meaning. Questions can be like "How many ships?", "How many now?", "What do you think how many?", etc.

The game continues until they identify the logic and answer correctly after you ask questions.

*check the answers sheet to know the logic

"Polite People"

You sit in a circle. Game includes passing an item (it can be a phone, a ball, an apple, anything) to each other clockwise. When a person has the item he/ she says the phrase "I am a polite person and I have/ eat/ drink/ do ...." and add a word like umbrella, banana, push ups, etc. The game owner who knows the logic answers them whether they are right or not.

People need to observe the game owner, get the logic and repeat it in order to prove they know the logic.

When someone gets the logic he/ she needs to act according to it not saying the logic to others. The game finishes when everybody gets the logic.

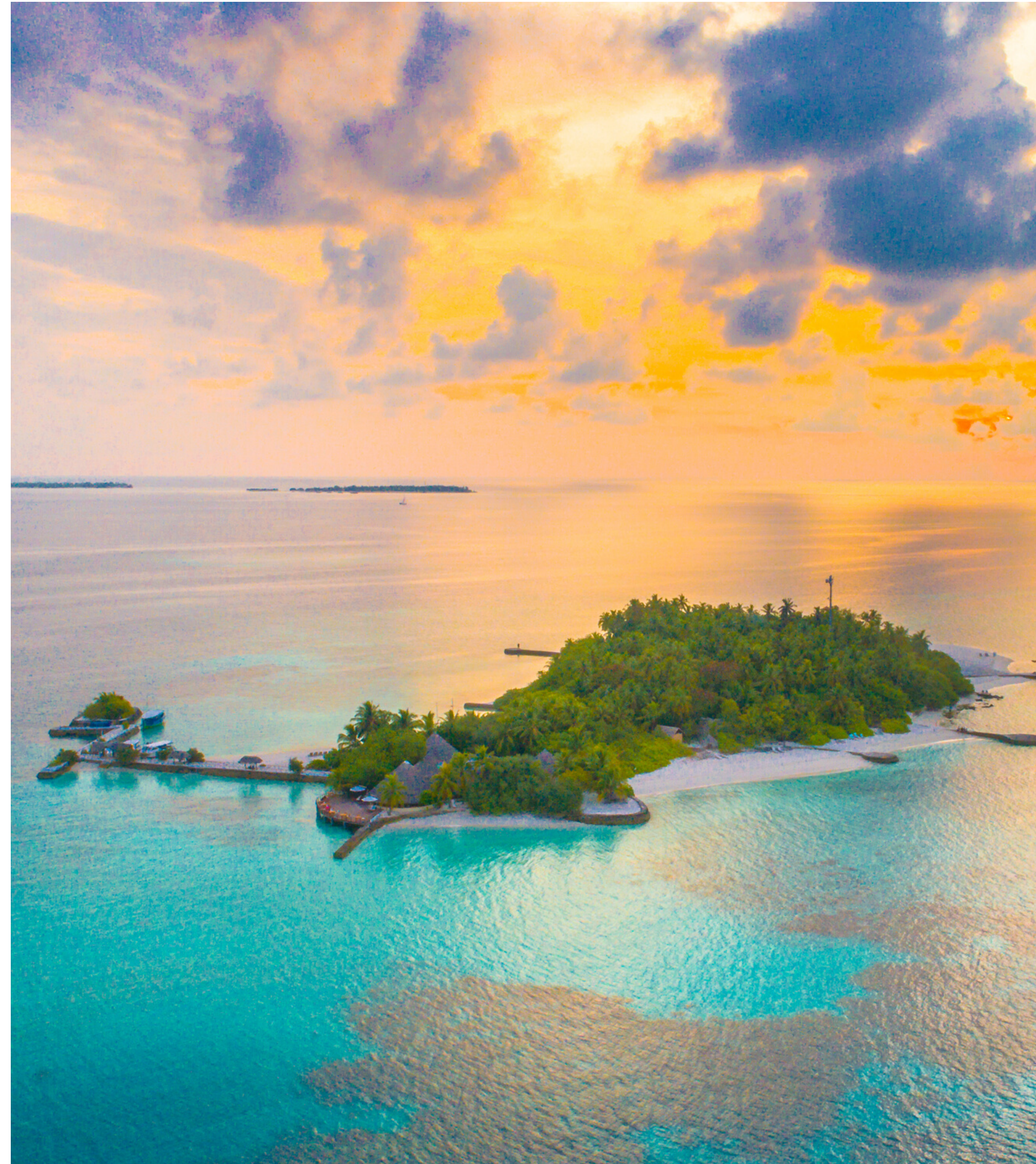*check the answers sheet to know the logic

"I am going to the island"

The game is similar to "Polite People". You sit in a circle. Passing an item is optional, but makes the game harder. Here you (or anybody) create a logic. The logic owner says "I am going to the island and I take ..." and adds a word.

People need to observe the logic owner, get the logic and repeat it in order to prove they know the logic.

When someone gets the logic he/ she needs to act according to it not saying the logic to others. The game finishes when everybody gets the logic.

*check the answers sheet to know the logic

"I HAVE A PHONE"

You go in a group of people say the statement and ask a question:

Statement: "I have a phone. I give it to (somebody's name), then I give it (somebody else's name) and then I put it in my pocket".
Question: "Who has the phone?"

People need to say the name of a person who has the phone.

Each time you change the statement by changing the names of people you mention. You can also change actions and say "I throw it to the garbage", "I put it on a shelf", etc. But you need to ask the given question in the end all the time.

When somebody get the logic, he/ she say the name of a person correctly and then they let others answer the question in order to find the correct answer.

Game finishes when everybody gets the logic.

*check the answers sheet to know the logic

"ABC"

You go in a group of people and ask a question: "If A is (something) and B is (something, but different from A), then what is C?"

People need to answer your question.

For example, you ask: "If A is a paper and B is a ball, what is C?"

People need to find the logic and tell you what C is.

*check the answers sheet to know the logic

"Paper is open, Paper is closed"

You hold a paper in your hands and say a statement "Paper is open" or "Paper is closed" while opening or closing the paper. The trick is statement and action not always correspond. So, there are cases when you open a paper but you say "Paper is closed" and the other way.

People need to observe you and identify the logic according to which the paper is open or closed.

"KING LIKES"

You go in a group of people and say the Statement: "King likes Coffee, but king doesn't like Tea", "King likes Banana, but king doesn't like Tangerine", "King likes Cucumbers, but king doesn't like Tomatoes". People need to guess which things king likes and which he doesn't.

When somebody get the logic, he/ she says words which king doesn't like correctly and then they let others answer the question in order to find the correct answer.

Game finishes when everybody gets the logic.

*check the answers sheet to know the logic

Hope you like the games!

Below you can find the logic of every game. Consider that the more people you play play with the longer it goes and the more addictive it is.

ANSWERS SHEET

"An Elephant" - The correct answer is "An Elephant is getting on your nerves". People are getting angry while trying to find the answer. Basically the elephant goes nowhere but plays on your nerves. That is why the correct answer is "An Elephant is getting on your nerves".

"3 Little Monkeys" - The correct answer is "If you, grown up monkeys, cannot find a solution, how these little monkeys can find one?". Basically, you fool the people around. Make them think a lot and screw them by this answer in the end.

"Ships Crossing the River" - The correct number is the number of word in the question you ask. So, the melody you make has no connection to the answer. For example, if you ask: "How many ships crossed the river?" - the correct answer is 6. If you ask "How many ships now?" - the correct answer is 4. And so on!

ANSWERS SHEET

"Polite People" – The logic is when you receive the item in your hands, you need to say "Thank you!". After that doesn't matter which word you add to the statement. The logic is that you need to be polite and "Thank you!" is the indicator. While hearing other's answers, you can tell them: "No, you are not polite enough!". It is like a hint for them to find the logic but still it is not easy to guess.

"I am going to the island ..." – Here the logic can be created on a word (for example, it needs to start with a letter A (easy logic), on a gesture (for example, you need to look on the floor, when you say the statement), on voice (for example, you say your word with a certain accent), etc.

"I have a Phone" – The correct answer is the name of a person who speaks first after you ask the question.

ANSWERS SHEET

"ABC" - The logic is the answer needs to be given in a phrase: "C is (something)". People usually tend to say a word directly. But sometimes they say "C is ...". It means that sometimes they give correct answers but they do not find the logic. You keep on asking them questions until you believe they know the logic.

"Paper is open, Paper is closed" - The logic is: doesn't matter your actions - the logic is not in the action you make but it is on your lips. After you say "Paper is open" you need to keep your lips open for a while . And after you say "Paper is Closed", you need to maintain your lips closed for a while.

"King Likes" - The logic is - King doesn't like anything that start with the letter T. For example, King likes bread, door, lights, but kind doesn't like table, tennis, t-shirt, traveling.

THE DOCUMENT IS CREATED BY YOUTH ORGANIZATION "BITISI" – ONE OF THE PARTNERS OF THE YOUTH EXCHANGE "AIMING FOR EQU(ALL)ITY"

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