



Gameplay video
and more
product informations

Credits

Design: Mike Ye
Artwork: Freddie Huang

Memorize Mode

2-3 players



Select Difficulty

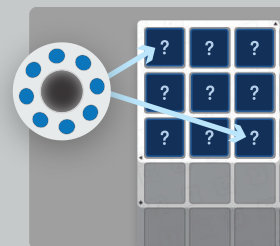
Scan the difficult level you want under [Memorize] on the mode card.



Place Cards

Place the Memorize mode cards for the corresponding difficulty level in a random layout on the board. For example, the 3x3 Layout for the difficulty on the left requires using the ▲ cards.

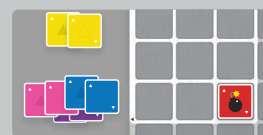
Place the cards in a random layout on the board with the question mark side facing up.



Find a Match

Choose which player goes first and start the game. On your turn, scan two cards and JOYO will display their color. If the colors are a match, take the cards and get another chance to find a match. If the colors are not a match, or you scan a bomb, the round ends immediately and it is your opponent's turn.

*JOYO plays a special sound and light effects when a bomb is scanned.



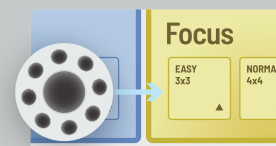
Game Over

Take turns until all the colored cards in the map are taken. The player with the most cards wins!

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Focus Mode

2 players



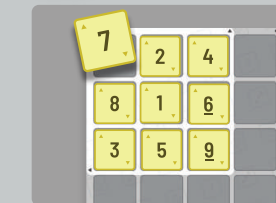
Select Difficulty

Scan the difficult you want under [Focus] on the mode card.

Place Cards

Find the Focus mode cards you need for the chosen difficulty level. For example, the 3x3 layout on the left requires the ▲ cards.

Decide which player goes first. The second player places the cards on the board in a random layout with the numbers facing up. The first player cannot look at the layout at first.

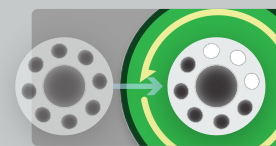


Scan Numbers

When the cards are placed, Player B scans the prep card and JOYO enters a countdown.

When the countdown is finished, the first player looks at the board and scans the numbered cards in order from smallest to largest. When all the numbers are scanned, JOYO will display the player's speed by lighting up its LEDs. The more lights, the faster the speed.

When the action is complete, the players switch places and a new round begins.



Game Over

Compare the number of lights each player received from JOYO (from 1-8), the player with the highest number wins!

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RULE BOOK

AGES 8+
1-4 PLAYERS
1-5 MINS
PLAY WITH JOYO

Scan QR-code for
Gameplay video



Background

Test your reflexes, memory, and comprehension against your friends in a fast-paced challenge of wits.

Game Overview

OhMind! has three different gameplay modes.

IDENTIFY MODE

Turn over card and use your memory to find matching

MEMORIZE MODE

Use your memory to find matching cards of the same color. The player who finds the most matches wins!

FOCUS MODE

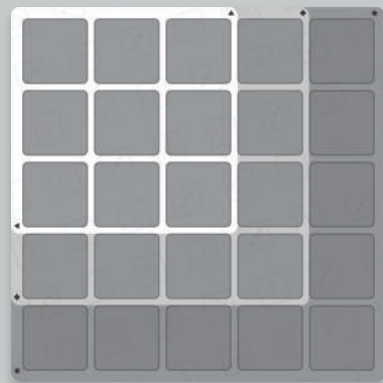
Scan the numbers in order from smallest to largest. The player who scans the correct order fastest wins!



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Content

1x Game Board



1x Prep Card

1x Game Modes Card

There are three game modes, each with three difficulty levels.



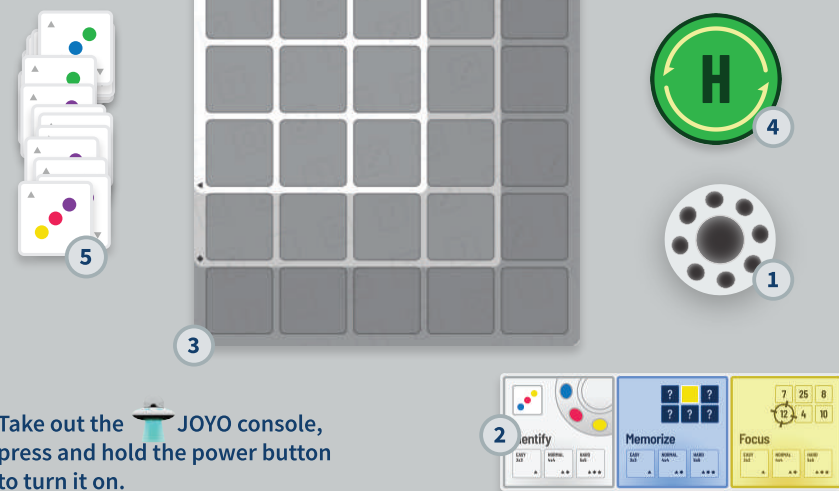
Identify Mode
25 cards

Memorize Mode
25 cards

Focus Mode
25 cards

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Setup



1 Take out the JOYO console, press and hold the power button to turn it on.

2 Take out the mode card, and then choose the game mode and level.

3 Place the game board

4 Place the prep card on the side of the map

5 Select the playing method and difficulty, and take out 25 cards corresponding to the playing method.

EASY: 9 cards marked with ▲ symbols are required
NORMAL: 16 cards marked with ▲ or ■ are required
HARD: All 25 cards are required

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Identify Mode 2-4 players

Select Difficulty

Scan the difficulty level you want under [Identify] on the mode card.

Place Cards

Place the Identify mode cards on the board randomly corresponding to the layout for the chosen difficulty level. For example, the 3x3 layout on the left requires using the ▲ cards.

Grab Cards

Scan the prep card and a three-second countdown will begin. At the end of the countdown, JOYO will light up with a random combination of three different colors.

Quickly find and grab the card that matches the color sequence of JOYO's lights. The first player to grab the card adds it to their stack.

Pick up JOYO and scan the prep card again to generate a new random color combination and start the next round.

Game Over

The players repeat the above steps until there is only one card left on the map and the game ends. The player with the most cards at the end of the game wins.

* The color combination generated by JOYO will only correspond to one specific card on the board, no matter which way the player reads JOYO's scan results (clockwise or counterclockwise).

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