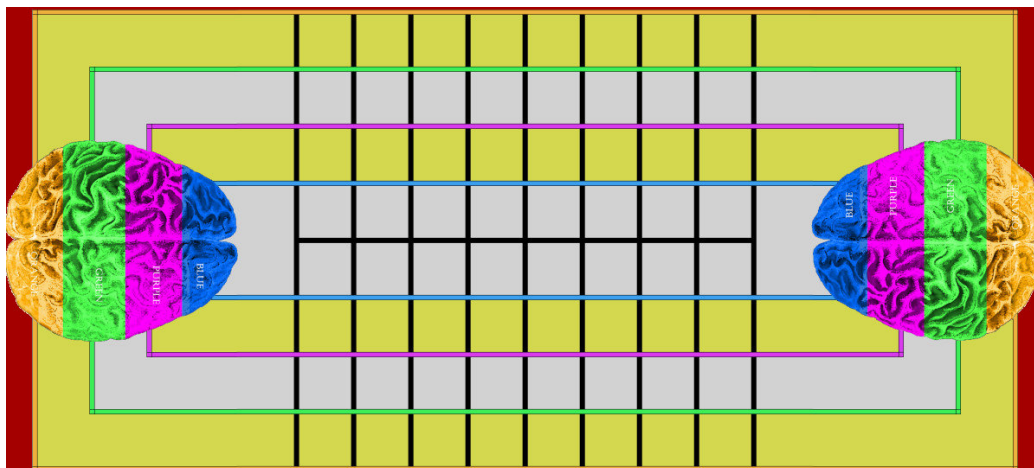


Mind Game

Your melded minds are linked as you battle for control using concepts from your mind segments (*blue control, purple analysis, green expression, orange drive*) and drawn from the brainstem (*black physiology*) to enter and shut down your opponent's mind while defending your own mind as your constructs advance toward each other across the mindscape field.

Rev: 080008062018

GAME BOARD & GAME UNITS

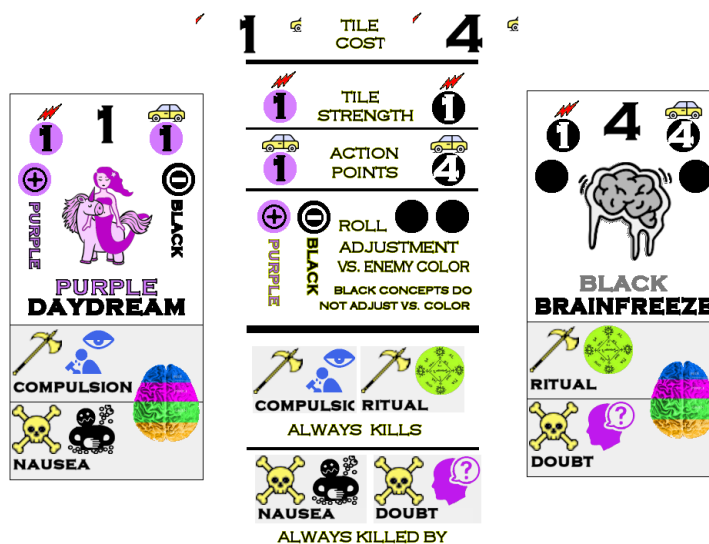


Each mind has 4 segments. Each segment connects to its opposing match by 2 colored lines. These lines border the paths mental constructs use to travel between the two minds.

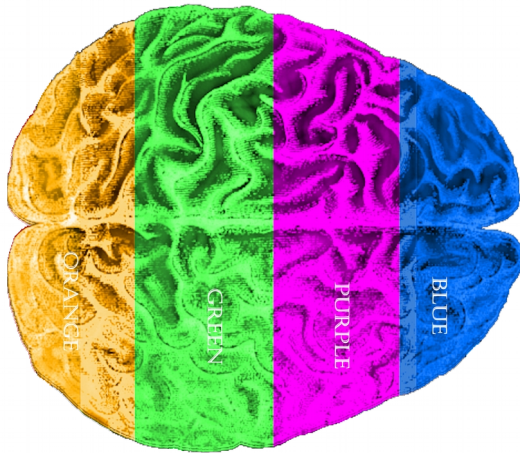
Each path ends in a creative space adjacent to 2 segments at each mind except that the two center paths share a single creative space that is adjacent to the blue segment only.

A construct is a stack of 1 to 5 concept tiles. Only 1 construct is allowed per player per space. The top tile of a construct is displayed face up and determines color, action points, and combat strength of the construct. Other tiles in the construct stack are masked (face down).

This end toward enemy



On the board, who a construct belongs to is shown by the way the tiles face.



Each mind segment (unless shut down) may perform several functions in each turn.

Each segment generates one engram point which may be used to buy tiles or saved.

Each segment allows purchase of one tile.

Each segment may place one new tile.

Each segment may issue a command to one construct.

Segments may be used in any sequence.

YOUR HAND & ENGRAM POINTS (turn steps 1 & 2)

To begin your turn, each functional mind segment generates 1 engram point (collect point tokens from bank). A mind can only hold 20 engram points at a time (excess points are lost).

Each mind may hold a maximum of 10 stored concepts (maximum of 10 tiles in your hand). Concepts are developed (tiles are purchased) using engram points after points are collected.

Each turn you may purchase 1 concept tile per functional mind segment without any color restrictions. You may discard (return to bank) tiles before purchase to make room.

PLACING TILES (turn step 3)

Each functional mind segment may place one concept tile from your hand each turn into a creative space adjacent to it but the tile must match the mind segment color or be black.

When placing a tile you may not exceed the 5 tiles per space per player limit.

A concept tile placed in a space already occupied by one of your constructs merges with that construct either face up on top as new display or face down below the current display tile without being revealed. In either case you may rearrange the tiles below the display tile.

Non-display tiles may only be rearranged as part of a reconfigure, a split, a merge, or a place.

COMMANDING CONSTRUCTS (turn step 4)

Each functioning mind segment may command one construct each turn. To be commanded a construct must be in a path bordered by the segment color or display the segment color or display black at the moment of command. Commands are given after all new tiles are placed.

Once commanded, a construct may perform a number of actions limited by its action points.

COMMAND ACTIONS

A construct completes an entire command before it or another begins a new command.

MOVE

It uses 1 action point to move a construct stack to an adjacent space (including a diagonal move between the 2 center paths).

Diagonal movement is possible only between the two center paths where only black borders are crossed – straight forward and sideways are the normal move directions.

During a move action a construct may only cross borders that are black, or match its displayed color, or to enter a mind segment space.

During a move action a construct may not go backwards or diagonal backwards except from a creative space to an adjacent mind segment to battle an enemy imbedded there. No construct or tile may exit an opponent occupied space except as a result of combat.

Entering an opponent occupied space immediately ends that command (cannot reconfigure).

A construct entering the same space as a friendly construct merges with that construct either by going under the other stack (thus ending the command) or by going on top (absorbing the other construct, which allows continued action). Merges may rearrange as part of the merge.

You may never have more than 5 of your tiles in a single space on the board.

RECONFIGURE

A multi-tile construct may reconfigure itself (change its displayed tile and/or rearrange other tiles) at a cost of 1 action point but only as the final action of the command.

SPLIT

A construct can split into parent (with current display tile) and child (new stack with new display tile) but only as the first action of the command. Parent or child must immediately assume the command as a **move** with -1 action points remaining and exit the current space.

A stack containing only tiles of 1 move action cannot split. You may rearrange during a split.

SPECIAL CONDITIONS

An imbedded construct (enemy in your brain) shuts down that mind segment.

Imbedded constructs can merge and reconfigure but cannot split or exit the segment.

A shut down segment cannot generate points, purchase or place tiles, or issue commands.

Each of your own constructs in your own mind segments that no longer face an enemy in that segment must exit via an adjacent creative space as an extra command in addition to your regular commands. Any tiles remaining in the segment are discarded.

COMBAT (turn step 5)

After all commands, combat is resolved in each contested space between the enemy constructs that occupy it. The current player decides the sequence for multiple combats.

Automatic kills (discard display tile) are done before combat, and during combat immediately whenever a new or different tile (face up) changes the displayed information in a space.

Tiles expelled to a space merge with existing constructs (may rearrange) as if placed there.

Masked tiles are not displayed (flipped over) until after all tiles are dissolved or expelled by the current combat effect. Tiles that merge under an existing construct are not displayed.

Both players calculate their combat adjustment from displayed strengths and color adjustment at the beginning of the round after any auto-kills. These adjustments will next be combined with die rolls to determine the effect from each player for the combat round.

After calculations, dice are rolled and effects applied to the constructs in the space. The attacker rolls and applies their effect and then the defender rolls and applies their effect.

Tiles expelled or dissolved may alter or eliminate a construct before the defender rolls. Expelled tiles may cause or affect combat in other spaces. *Expelled tiles are out of effect range but the defender still rolls if either side has any tiles remaining in the combat space.*

New displays do not affect the defender combat adjustment in the current round but new adjustments are calculated each new round.

A single tile construct is dissolved by any dissolve effect. Multiple affected tiles and constructs are processed in sequence from the display tile going down as individually affected tiles.

Combat rounds continue until only one player (or nobody) remains in the space.

COMBAT EFFECTS

DISSOLVE

A tile dissolves by being returned to the meld bank.

EXPEL

A tile may be expelled to any adjacent space in any backwards or sideways direction including diagonals. Direction is chosen by the player who rolled the effect. *A tile can be expelled from a mind segment to any adjacent space or segment.*

If the tile owner has a construct in the target space the tile owner decides how to merge into it. Expelled tiles that do not become a construct display tile are not revealed.

If no valid target location can accept the expelled tile (5 tile limit) it will dissolve instead.

Your turn ends when no combats remain for any spaces on the board.

COMBAT EFFECTS TABLE

Your combat adjustment is (your strength) - (enemy strength) with a +1 or -1 if you have an adjustment for enemy color. **Roll 3d6 and add the combat adjustment to the result.**

#	Which Side Affected	Effect
22	<i>Enemy</i>	construct dissolved
21	<i>Enemy</i>	display + second tiles dissolved & construct expelled
20	<i>Enemy</i>	display + second tiles dissolved
19	<i>Enemy</i>	display tile dissolved & construct expelled
18	<i>Enemy</i>	display tile dissolved & second tile expelled
17	<i>Enemy</i>	display tile dissolved
16	<i>Enemy</i>	construct expelled
15	<i>Enemy</i>	display tile expelled & second tile expelled
14	<i>Enemy</i>	display tile expelled
13	<i>BOTH</i>	display tile expelled
12	<i>BOTH</i>	display tile dissolved
11	<i>BOTH</i>	bottom tile dissolved
10	<i>BOTH</i>	bottom tile dissolved
9	<i>BOTH</i>	display tile dissolved
8	<i>BOTH</i>	display tile expelled
7	Self	display tile expelled
6	Self	display tile expelled & second tile expelled
5	Self	construct expelled
4	Self	display tile dissolved
3	Self	display tile dissolved & second tile expelled
2	Self	display tile dissolved & construct expelled
1	Self	display + second tiles dissolved
0	Self	display + second tiles dissolved & construct expelled
-1	Self	construct dissolved

INITIAL SETUP

Group tiles sorted by cost (so purchasing allows price verification without revealing details). Costs range from 1 to 7. These tiles and the engram point tokens form the mind meld bank.

Each player begins with no engram points and no tiles in their hand but will generate (collect from the bank) 4 points to begin their first turn. Points may be saved or used to buy tiles.

Shut down all 4 of your opponent's mind segments to win. Surrender also counts.

TURN SEQUENCE

Collect Points, Purchase Tiles, Place Tiles, Command Constructs, Resolve Combats

Each concept comes in 4 strengths (1-4). Tile cost is action points + strength – 1.



Cost groups are 1*5, 2*10, 3*15, 4*20, 5*15, 6*10, & 7*5 for a total of 80 tiles.

MIND GAME

Identifying board spaces

Each board space is described by the path border colors, which side of the brain (tile or engram), and space number. (*sorted Tiles to the left of player 1*)

Border color sequence does not matter so GP and PG mean the same thing.

Brain segments are M (for mind), color, and player number.

COLORS

Blue = B

Purple = P

Green = G

Orange = O

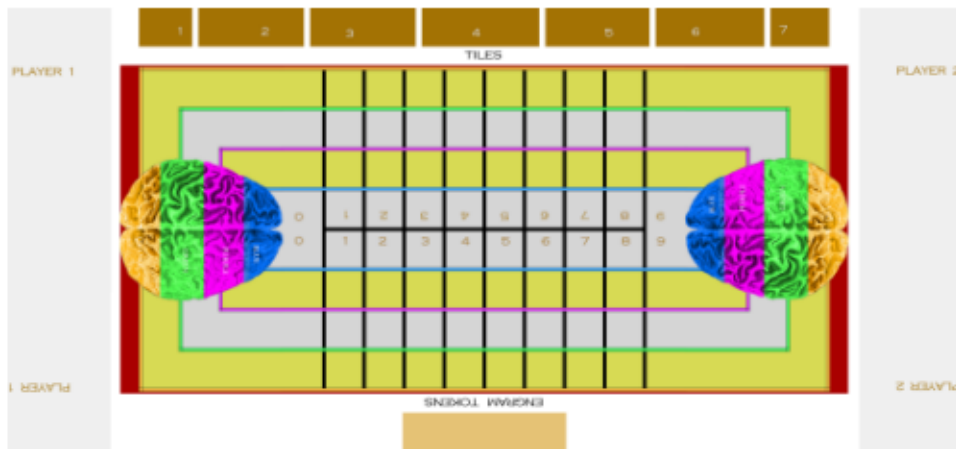
Black = K

Ex: OGT5 = space#5, orange/green bordered path, the tile side

Ex: KBE2 is space#2 on the black/blue path on the engram side

Ex: BB9 is player#2s blue creative space (straddles the center so has no side)

Ex: MG1 is player#1s green mind segment



Print and Play Section – Tiles & Board

MIND GAME

Print the game board slices twice – the slices make one half of the game board and both halves fit together to make the complete board.

Additional Equipment to play Mind Game

Required:

3 standard 6 sided dice



10 pennies and 6 nickels
(coins of 1 and 5 values to use as engram point tokens)



Recommended:

7 small bowls to hold game tiles sorted by cost



(A few extra pennies cannot hurt – the stated amount is a minimum.)

 BLUE INDECISION 1 1 1	 PURPLE DAYDREAM 1 1 1	 GREEN RITUAL 1 1 1	 ORANGE DEPRESSION 1 1 1	 BLACK PAIN 1 1 1	 BLUE INDECISION 2 2 1	 PURPLE DAYDREAM 2 2 1	 GREEN RITUAL 2 2 1	 ORANGE DEPRESSION 2 2 1	 BLACK PAIN 2 2 1
 BLUE NIGHTMARE 1 2 2	 PURPLE DOUBT 1 2 2	 GREEN DISTRACTION 1 2 2	 ORANGE BLINDSPOT 1 2 2	 BLACK NAUSEA 1 2 2	 BLUE NIGHTMARE 2 3 2	 PURPLE DOUBT 2 3 2	 GREEN DISTRACTION 2 3 2	 ORANGE BLINDSPOT 2 3 2	 BLACK NAUSEA 2 3 2
 OBSSESSION 1 3 3	 BRAINFREEZE 1 3 3	 SHOCK 1 3 3	 DISTRACTION 1 3 3	 DAYDREAM 1 3 3	 OBSSESSION 2 4 3	 BRAINFREEZE 2 4 3	 SHOCK 2 4 3	 DISTRACTION 2 4 3	 DAYDREAM 2 4 3
 PAIN 1 3 3	 RITUAL 1 3 3	 BLINDSPOT 1 3 3	 DISTRACTION 1 3 3	 COMPULSION 1 3 3	 PAIN 2 4 3	 RITUAL 2 4 3	 BLINDSPOT 2 4 3	 DISTRACTION 2 4 3	 COMPULSION 2 4 3
 BLUE DISGUST 1 3 3	 PURPLE CONFUSION 1 3 3	 GREEN GIBERISH 1 3 3	 ORANGE OBSSESSION 1 3 3	 BLACK SHOCK 1 3 3	 BLUE DISGUST 2 4 3	 PURPLE CONFUSION 2 4 3	 GREEN GIBERISH 2 4 3	 ORANGE OBSSESSION 2 4 3	 BLACK SHOCK 2 4 3
 CONFUSION 1 4 4	 DECEPTION 1 4 4	 DEPRESSION 1 4 4	 PAIN 1 4 4	 BLINDSPOT 1 4 4	 CONFUSION 2 5 4	 DECEPTION 2 5 4	 DEPRESSION 2 5 4	 PAIN 2 5 4	 BLINDSPOT 2 5 4
 NAUSEA 1 4 4	 PANIC 1 4 4	 DISGUST 1 4 4	 INDECISION 1 4 4	 HATE 1 4 4	 NAUSEA 2 5 4	 PANIC 2 5 4	 DISGUST 2 5 4	 INDECISION 2 5 4	 HATE 2 5 4
 BLUE COMPULSION 1 4 4	 PURPLE HATE 1 4 4	 GREEN DECEPTION 1 4 4	 ORANGE PANIC 1 4 4	 BLACK BRAINFREEZE 1 4 4	 BLUE COMPULSION 2 5 4	 PURPLE HATE 2 5 4	 GREEN DECEPTION 2 5 4	 ORANGE PANIC 2 5 4	 BLACK BRAINFREEZE 2 5 4

