

# MIND SPACE



1-5



30'



11+

*Mind Space is a thoughtful game where players try to fit all their desires, necessities, and emotions into their brain. Sometimes it's hard to make room for everything.*



## COMPONENTS

- A** 5 Dry Erase Brain Boards
- B** 5 Dry Erase Scoreboards
- C** 6 Dry Erase Markers (black, green, orange, red, purple, blue)
- D** 5 Reference Cards
- E** 5 Dice (green, orange, red, purple, blue)
- F** 17 Pursuit Cards
- G** 15 Goal Cards (Deck A, Deck B, Deck C)

## SETUP

- 1** Each player takes a Brain Board, a Scoreboard and a Reference Card. All players use the same side of the Brain Board. If this is your first time playing, use side A.
- 2** Shuffle each Goal Deck (A, B, C) and draw a Card from each. Place all three with the higher point value side faceup. Return the other Goal Cards to the box.
- 3** Shuffle the Pursuit Cards. Form a row of Pursuit Cards: five faceup, and then one facedown. Place the deck of remaining Pursuit Cards next to the row.
- 4** Place the markers within reach of all players.

## GAMEPLAY

The game lasts 12 turns. Each turn dice are rolled and placed, then players simultaneously draw on their brains.

### Roll Dice

A player rolls the dice. All players use the result of that one roll. Place each die next to a Pursuit Card based on their number rolled. s go next to the first faceup Pursuit Cards, s next to the second, etc, with s going next to the facedown Pursuit Card. This is done to assign a color to each shape on the Pursuit Cards. The number on the dice have no further use.

### Draw Shapes

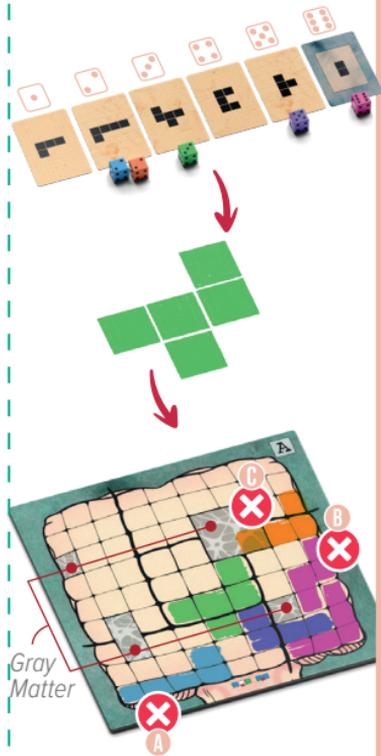
Each player chooses one of the visible shapes from a Pursuit Card and draws that shape on their brain in a color that matches a die assigned to that shape.

The shape/color one player draws does not affect what shape/color another player can draw.

You **MUST** draw your shape adjacent to another shape **(A)**, but it **CANNOT** be adjacent to another shape of the same color **(B)**. Diagonal is not considered adjacent. Ignore this rule when drawing your first shape.

Shapes may be mirrored and rotated. They may cross the thick lines. They must fully fit inside the brain and cannot cover gray matter areas **(C)**.

You may always draw a 2×1 shape in any color instead of the shape shown on a card. Colors that roll 6 can only be used as 2×1 shapes that turn.



## End of Turn

After all players have drawn their shapes, turn the card in the  spot facedown and put it on top of the card in the  spot. Slide all the cards down so that the card in the  spot moves to the  spot, etc. Draw a new card for the  spot. Play another turn.

If there are no new cards to draw, you have played 12 turns and the game is over.

## Accomplish Goals

Whenever a player satisfies the condition on a goal card, they score the larger number shown in the bottom right and write it on their scoreboard in the corresponding box (A, B, or C). If multiple players achieve a goal on the same turn, they all get the larger point value.

Then flip the card over. Players who complete the same goal during any later turn will score the lower point value shown on this side.

## SCORING

At the end of the game, score points for goals, colors, and finished sections as described in detail on the back of your scoreboard. Most points wins. Tied players share the victory.

## Money

As you earn money, fill in money symbols on your scoreboard.

You begin the game with 1 . Never erase filled in . Cross them off when spent (). You cannot earn more than 9  in a game.

## Two ways to earn money

- 1 Whenever you draw a green shape, gain 1 .
- 2 Each time you completely fill in one of the five sections in your brain, gain 1 .

## Three ways to spend money

On your turn, you may do/repeat these as many times as you can afford.

- 1  to fill in a space adjacent to any filled space with black. Black spaces CAN be adjacent to other black spaces.
- 2 2  to draw any shape on the available Pursuit Cards - in any color. This does not allow you to draw an extra shape.
- 3 3  to draw an additional shape (matching one of the dice assigned to it) using a color you have not already used this turn. This allows you to draw an extra shape, but you are still restricted by the dice colors.

**EMPATHY**

Fill the 12 spaces around the 2x2 gray matter area

9/5

**THERAPY**

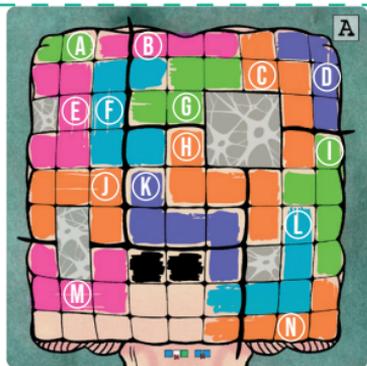
Fill in 15 or more spaces with blue

■ X 15 9/5

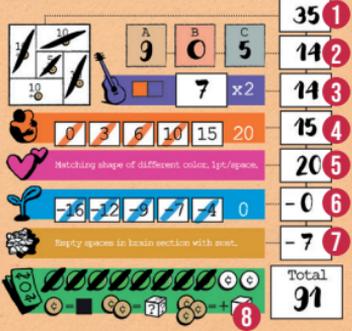
**ADVENTURE**

Fill in the top-left and bottom-right sections

■ 9/5



- 1 Player earns 35 points for completely filling in 4/5 sections. Center section is worth 5 points.
- 2 Player earns 14 points for finishing 2/3 goals.
- 3 Purple shape **D** has 3 spaces touching Orange = 6 points. Purple shape **K** has 4 spaces touching Orange = 8 points.
- 4 Player earns 15 points for drawing 4 Orange shapes **C, H, J, N**.
- 5 Player scores 0 points for Pink shape **B** because it has no matches in non-Pink colors. Player scores 10 points for Pink shapes **E & M** because it is matched by **F & J**. Pink shapes **E & M** cannot score each other because they are both pink.
- 6 Player takes 0 negative points for Blue because shapes **F & L** are in all 5 brain sections.
- 7 The bottom left brain section loses the Player 7 points because it has the most empty spaces.
- 8 The Player earned 8 ☺, 1 to start the game, 3 for shapes **A, G, and I**, 4 for completely filling 4 brain sections.

**SCOREBOARD****CREDITS**

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