Mind Space Rules Summary *(v2)*

Setup (2-5 players):

1. All players get a Brain Board, Score Board and 6 dry erase markers: **purple**, **orange**, **green**, **blue**, **pink**, **black**.
2. Select side **A** or **B** of the Brain Board.
   - Use side A for your first game.
3. All players set their Brain Board to the same side.
4. Randomly select one card from each goal deck.
   - Set the selected goal card for **A**, **B** and **C** on the table.
     - Be sure both scores on the bottom right are showing.
5. Shuffle the polynomial shape cards (pursuit cards).
   - Flip the top 5 cards and set the shapes face up in a row.
     - Refer to the shapes as shapes 1, 2, 3, 4, 5
   - The remaining cards are a face down deck on the left.
   - Set one face down card from the deck at the other end.
     - It is referred to as shape 6
6. Place all markers on the table in reach of players.

Game Play *(game ends after 12 turns)*:

All players take turns simultaneously:

Roll Dice

- Roll the five different colored dice and place each die under the reference shape for each value rolled (1, 2, 3, 4, 5, 6).
- The **color of the die** under a shape specifies the color for that shape *(the number is irrelevant after that)*.

Draw Shapes

- Each player chooses one of the shapes **that has a die under it** and colors that shape in on their Brain Board in the assigned color for that shape (the die color).
  - Players may choose the same shape if they wish.
  - Players may optionally draw a two square shape in **any** color **instead of** a shape assigned by the dice.
  - Players may spend (cross off) their acquired **green** coins for any of these options *(may do more than one)*:
    - 1 coin: fill in 1 empty square adjacent to a shape ***(in addition to** filling in your selected shape)*.
    - 2 coins: draw **any of the five** available shapes as your selected shape in any color - need not have a die under it.
    - 3 coins: draw an **additional** shape from the shapes with a die under them in a color not used yet this turn by their selected shape/color or shapes added that turn.
- Each player draws their selected shape on their Brain Board.
  - The very first shape *(on turn 1)* may be drawn anywhere.
  - Subsequent shapes drawn *(turns 2-12)* must be adjacent to another shape *(on an edge, not diagonally)*.
  - Shapes cannot be drawn adjacent to a same color shape.
  - Shapes can be rotated or mirrored from the card.
  - Shapes can cross the darker lines on the Brain Board *(thus filling in squares in different sections)*.
  - Shapes must fit within the Brain Board.
  - Shapes may not cover the **gray** matter squares.
- If a player draws an **orange** shape they also cross off the next number in the orange row on their Score Card.
- If a player draws a **blue** shape they also cross off the next number in the blue row on their Score Card **for each section** that did not yet have a **blue** shape in it.
  - A **blue** shape that is in multiple sections may cross off a number for each section that has no **blue** shapes in it yet.
- If a player draws a **green** shape they gain 1 coin (color in **green** the next white coin on their Score Card).
- When a player completely fills in one of the five sections they color in **green** the next white coin on their Score Card).

End of Turn

- After all players finish drawing their shape:
  - Remove the shape card from the "5" spot.
    - Place it face down on top of the cards on its right.
    - Slide the remaining 4 face up cards one spot to the right.
    - Flip over the top card from the deck into the front of the row of shape cards (place it face up in the "1" spot).

Accomplish Goals

- When a player accomplishes one of the three goals, they write that goal's score (bottom right of card) in the matching scoring box (**A**, **B**, or **C**) at the top of their Scoring Card.
  - The first time a goal card is accomplished the higher score is gained by the player accomplishing it.
    - If more than one player accomplishes that goal on the same turn, they all get that higher score.
    - Flip that goal card over.
      - Players accomplishing that goal in the rest of the game get the score that is now on the bottom of the goal card *(the lower of the two card scores)*.

Scoring after 12 turns:

Each player tallies their score for each of the 7 boxes on the right side of their Score Card.

1. Points for completely filling in sections on their Brain Board. 10 points for each corner area. 5 points for the center area.
2. Points for accomplishing goal cards (add A+B+C).
3. **2 Purple** points for each **purple** square that touches an **orange** square.
4. **Orange** points for the lowest value not crossed off yet.
5. Find **pink** shapes that match an identical shape of a different color on their Brain Board. Gain 1 point for each square in the shape (for each shape with a match).
6. Subtract the lowest value not crossed off in the **blue** row.
7. Finally, subtract 1 point for each empty square in the section with the most empty squares.

Add / Subtract all points in the 7 boxes for **Total Score.**

Highest Score wins! Tie? Share the victory.

Solo Rules *(using the same base game rules)*:

After turn 5, roll a die. Result: Flip an unflipped goal card:
1 or 2: flip **A** || 3 or 4: flip **B** || 5 or 6: flip **C**
After turn 8, roll a die. Result: Flip an unflipped goal card:
2, 4 or 6: lowest goal card || 1, 3 or 5: highest goal card
After turn 11: Flip the remaining unflipped goal cards