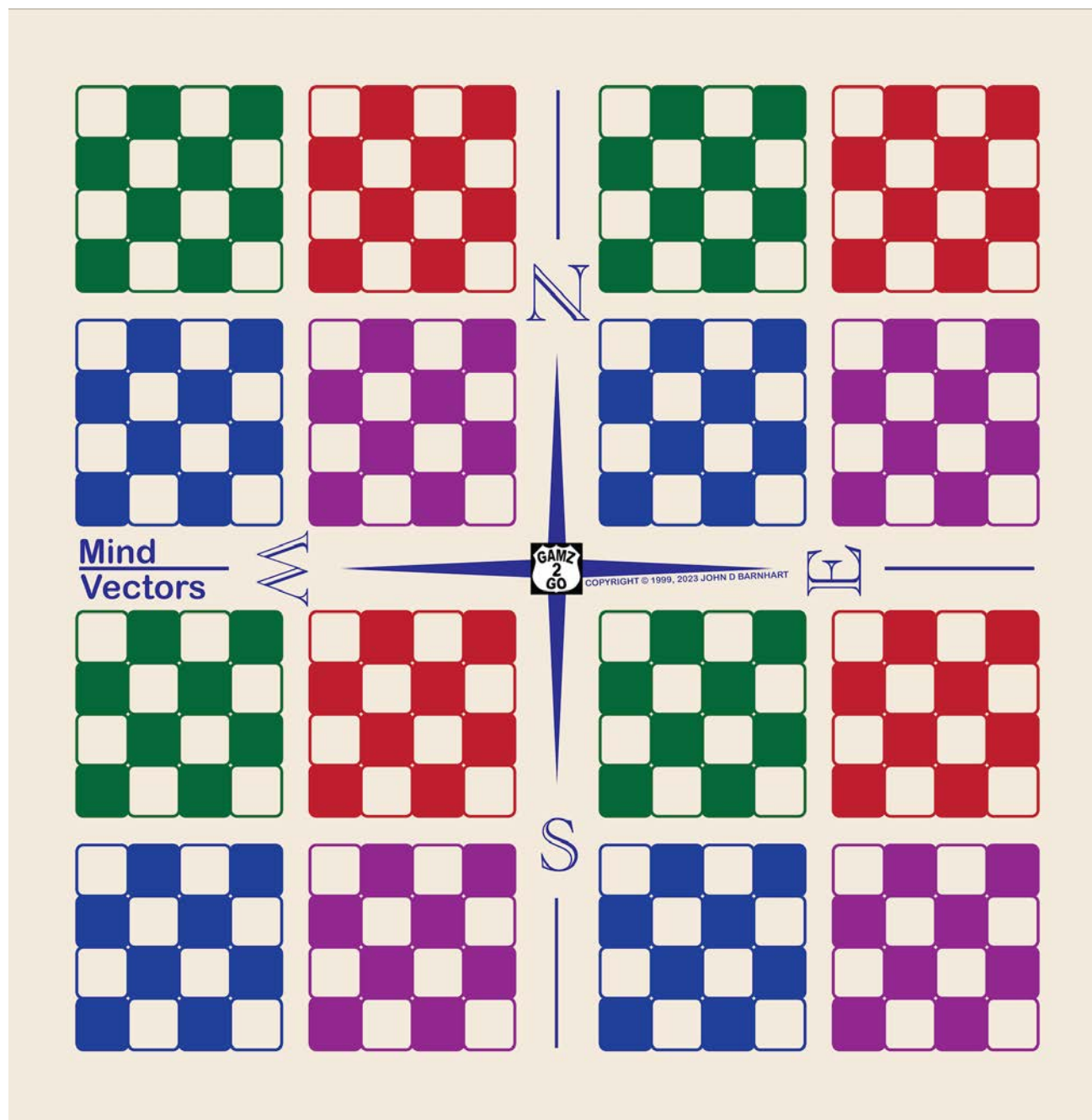


Abstract Strategy Game

Mind Vectors

By John David Barnhart



Included in Your Game

- Game board printed on 22" bandanna
- Fabric stuff bag
- Bag of game pieces - 25 each of three different colors
- Game instructions

WARNING
SMALL PARTS CHOKING HAZARD!
NOT FOR AGES 5 AND UNDER!

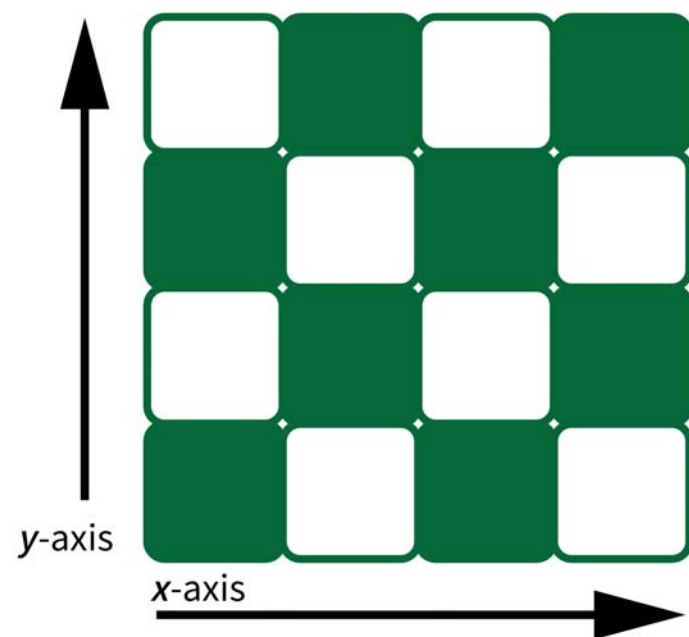
Mind Vectors Game Space

The game space is 4x4x4x4. However only the first two dimensions are linear.

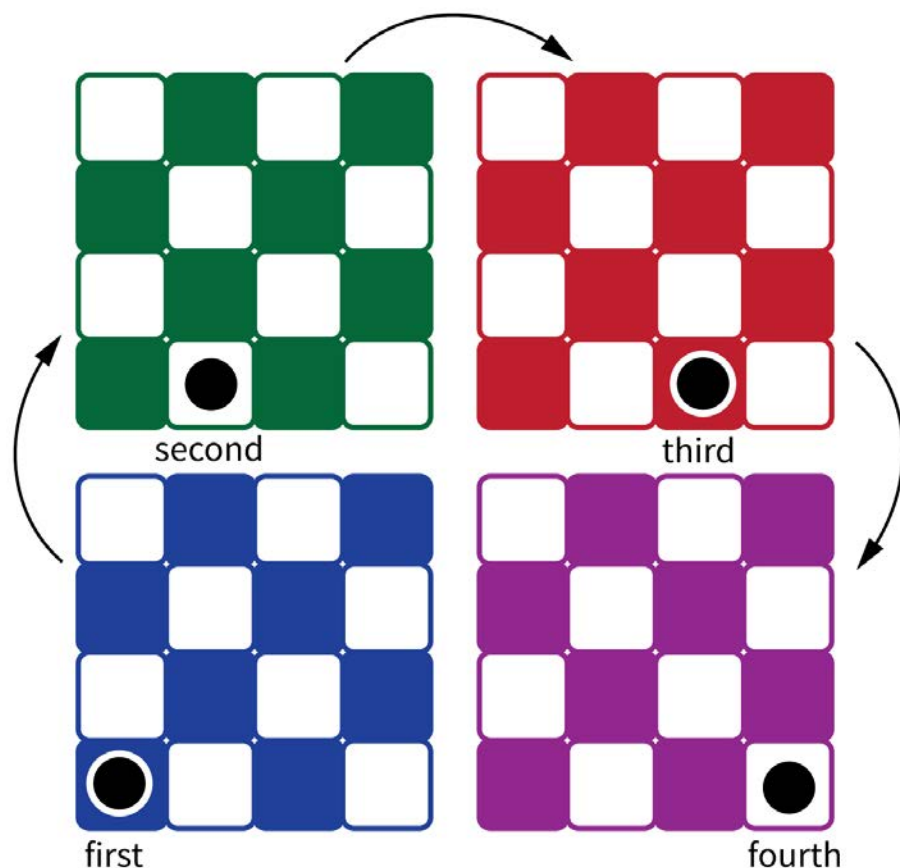
Dimensions

The **first two dimensions** in the Mind Vectors game space are shown in the figure on the right. Each colored grid is a two dimensional playing surface.

The first two dimensions, x and y .



The third dimension is cyclical.



The **third dimension** is cyclical among different-colored grids. From each grid the next instance is the adjacent grid going clockwise or counter-clockwise. The figure on the left shows a vector (line) from blue to purple grids. (It could also be viewed as from the purple to the blue grid.)

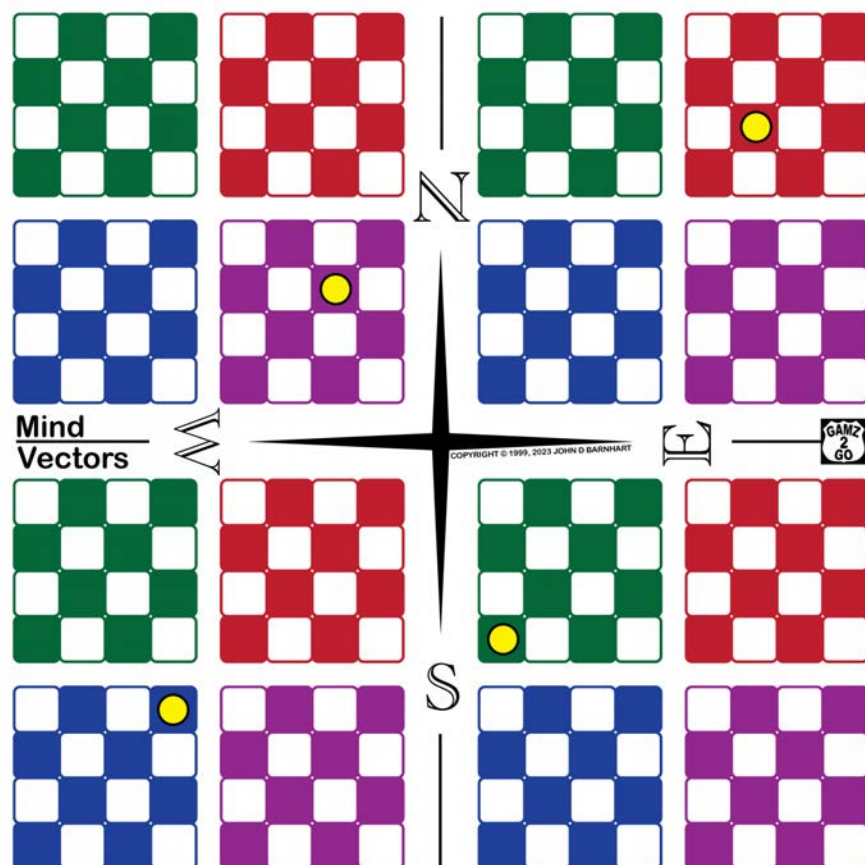
The **fourth dimension** is like the third dimension. It is cyclical as well. Instead of colors, instances are separated by compass points.

The figure on the right shows a diagonal vector through all four dimensions. To describe positions on the game board use cartesian style coordinates. For instance the vector on the right has the four locations at:

- (4, 4, blue, SW)
- (3, 3, purple, NW)
- (2, 2, red, NE)
- (1, 1, green, SE)

In this example the third dimension goes counter-clockwise and the fourth dimension goes clockwise.

A vector through all dimensions.



Game Rules

This game is for **2 - 3 players ages 8* and above**. It takes about **30 minutes to an hour**.

Goal

Get a vector first. **Four pieces in a row in one or any combination of dimensions is a vector**. Pieces **must all be in sequence** (not from first to third to second to last and so forth).

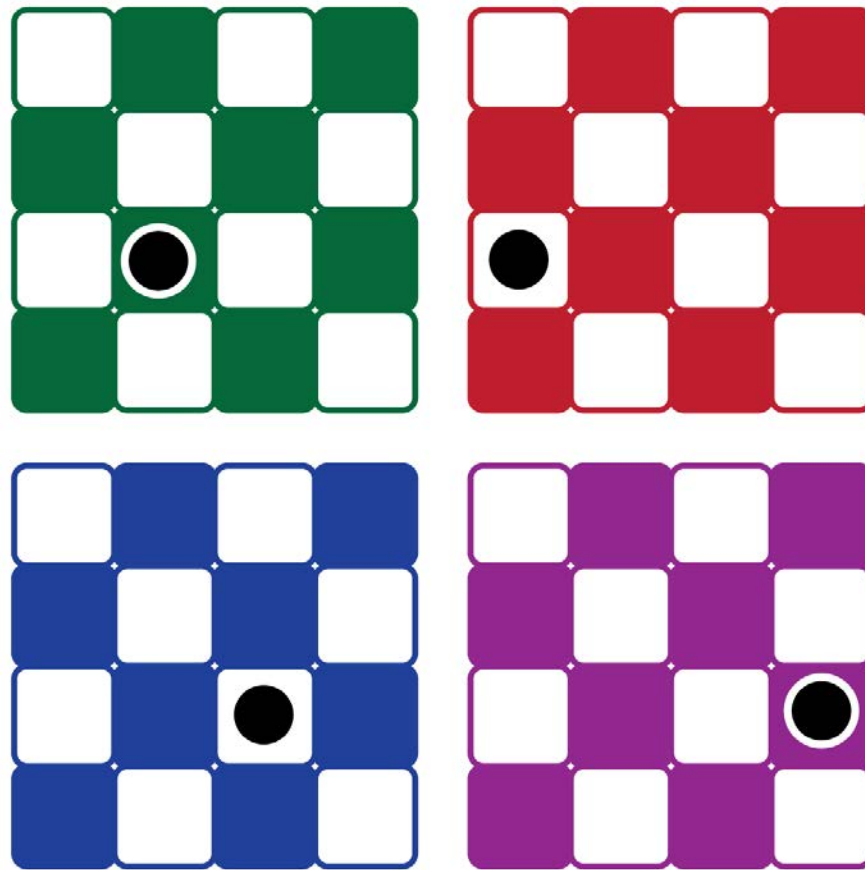
To Play

Separate game pieces into colors, and each player gets all of one color.

Alternate turns placing **one game piece on an unoccupied space per turn**. Moves should be to **build a vector or block your opponent** from building a vector.

*Simplified Version

Try playing on just one quadrant of the game board on just **one set of colored grids**. It becomes a three dimensional game instead of four, only one cyclical dimension. The vector shown is [(1, 2, R), (2, 2, G), (3, 2, B), (4, 2, P)].



Use one quadrant for a simplified version of Mind Vectors

Educational Note

This game is good for teaching spatial relationships.