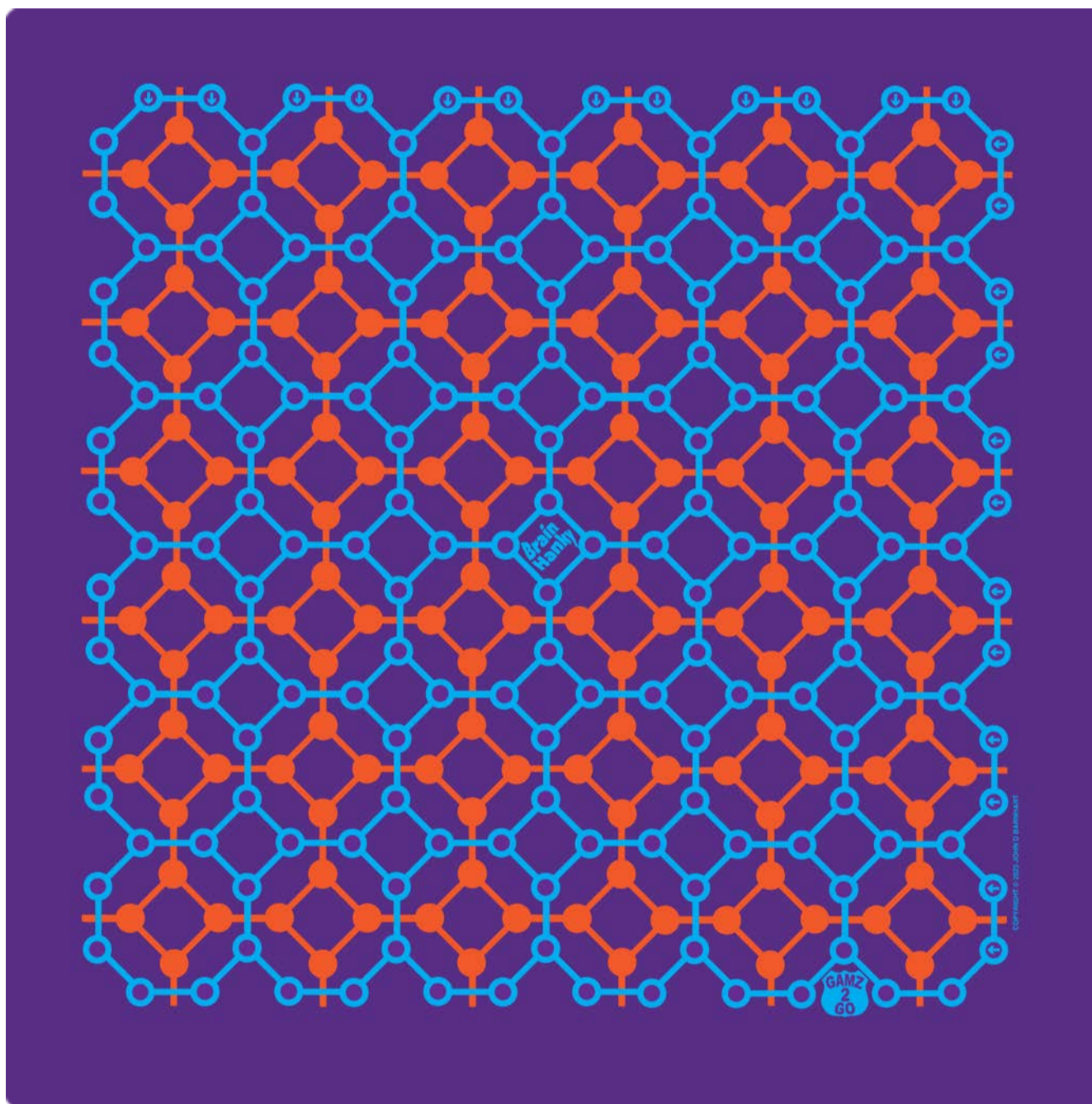


Abstract Strategy

Brain Hanky Game

By John D. Barnhart



Included In Your Game

- Game board printed on a 22" square bandanna
- Stuff bag to carry and store everything
- 14 silver glass gems and 60 white rings
- 14 gold glass gems and 60 yellow rings
- 12 emerald glass gems and 50 green rings
- Instructions

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

Brain Hanky

Two players use 14 gems and 56 rings each of one color, three players use 12 gems and 48 rings each of one color. Four players play in teams of two, each team using 14 gems and 56 rings of one color. First, separate the rings and gems so each player or team gets the same color of gems and rings. Put aside the unused gems and rings. To play a shorter game, use fewer rings and gems. You will need an even number of gems each and four rings per gem. To play more games see the Brain Hanky Manual on the Gamz 2 Go website.

This game is played on two synergic webs; the orange web and the blue web. Rings are played on the web points (round circles), each player plays on both webs. Gems are placed in the middle of squares.

Goal

Be the first to **capture all your opponent's gems** by surrounding them with four of your rings.

To Play

The game is played in two phases.

Phase I

Alternate turns placing "clusters" of gems and rings. A **cluster is one gem surrounded with four of your rings**. Each player places a cluster on the orange web and a cluster on the blue web. See Figure 1 to the right. You choose where to put them. **Keep in mind that in Phase II you will start moving your rings to block your opponent and capture their gems.** Once you have placed all your gems and rings, proceed to Phase II.

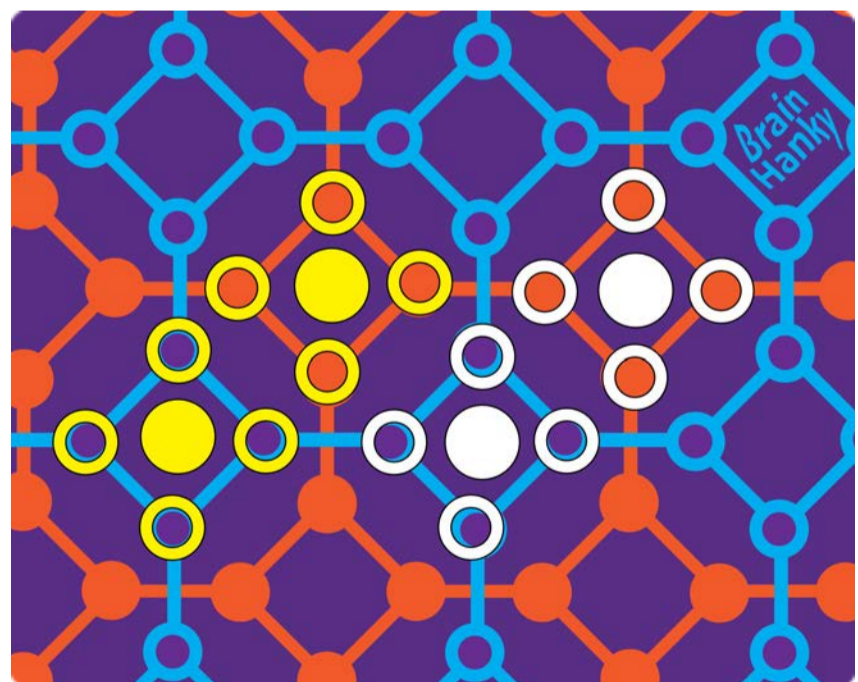


Figure 1. Clusters placed on the game board

Phase II

Continue alternating turns to move rings. **On each turn you get two moves;** either move one of your rings on each web, or two of your rings on either the orange or blue web.

Moves may be "string" moves. A string can be any continuous, unbroken string of rings containing your rings, your opponent's rings or both. You initiate the string move with your ring and "push" the string where you direct it– to a connected, unoccupied point. Figures 2a and 2b show a string move before and after. Both figures show the same number of yellow and white rings in the same order– five yellow rings then four white rings.

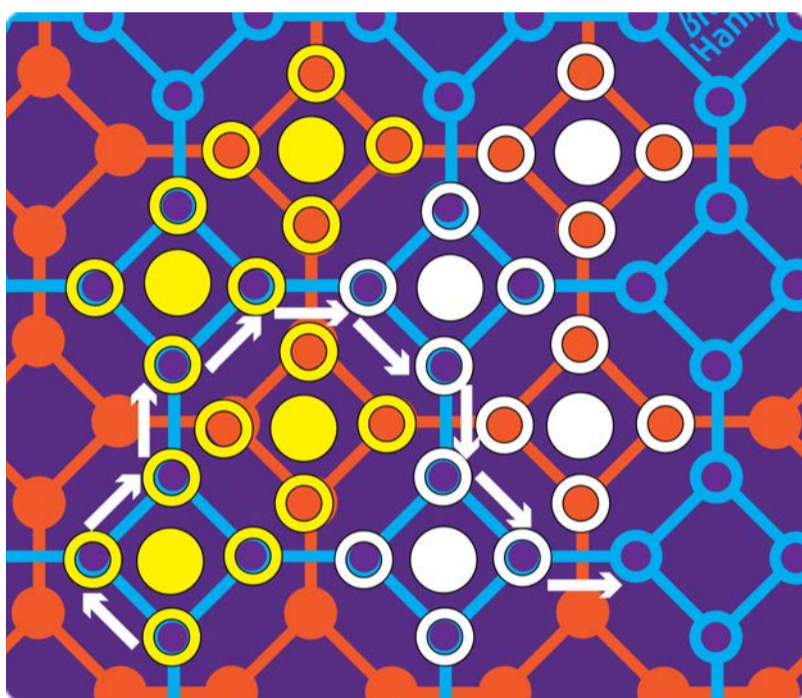


Figure 2a. Before the string move the arrows show the intended move.

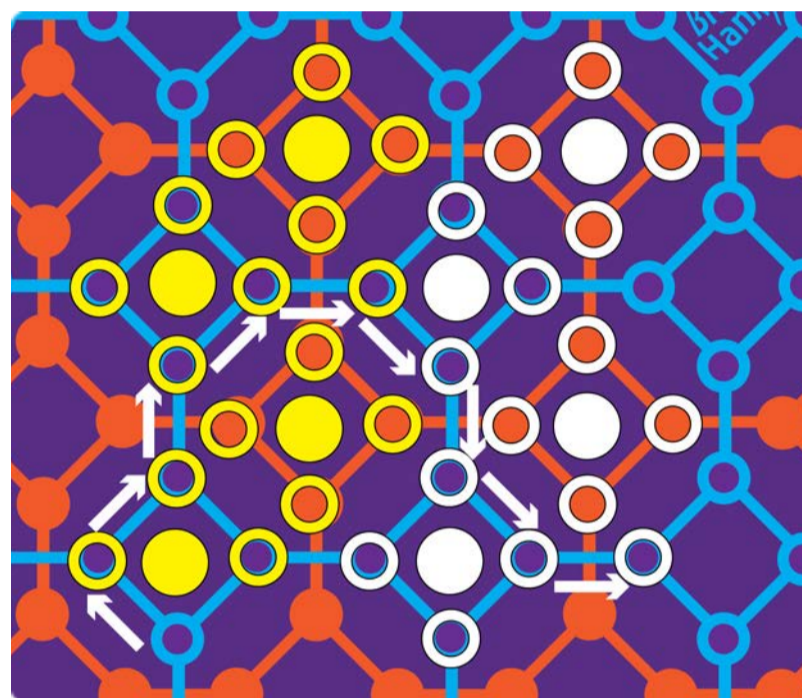


Figure 2b. After the string move has completed.

Synergy between webs comes into play. **When moving rings, a ring may not pass between two opponent's rings on the other web.** This is also true of string moves. As well, you may not push an opponent's ring past two adjacent rings of your own. See Figure 3. The yellow ring on the orange web is prevented from crossing between the two opponent's white rings on the blue web. The white ring may cross between two of its own rings.

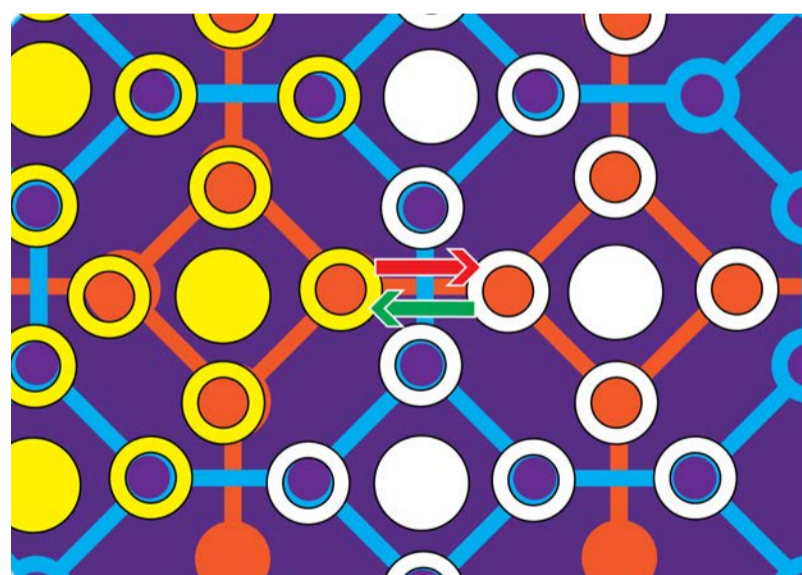


Figure 3. The yellow ring on the orange web is blocked from crossing.

When you surround your opponent's gem with four of your rings, you capture the gem, put it in your capture pile, and you **get another turn.** See figure 4. One variation only allows one extra move, not a whole turn.

Once one player has captured all their opponent's gems they win. In the case of three players, after one is out of the game, the other two count their captured gems, and the one with the most, wins. If there is a tie, play until one player captures another gem, then that player wins.

Alternate Rules

For a different game, also allow **capturing of opponent's rings.** Eight rings on an octagon of one web may capture opponent's rings on the surrounded square in the other web. See Figure 5. **No extra moves** are awarded, vanquishing your enemy is enough reward. You **do not capture any gem** residing in the middle. Figure 5 shows the white rings on the orange web surrounding the yellow rings on the blue web. The gold gem in the middle should remain untouched.

For scoring games use a point system. One point for an opponent's ring, five points for a gem.

For more games to play and different ways to play see the [Brain Hanky Manual](#) on the [Gamz2Go.com](#) website.

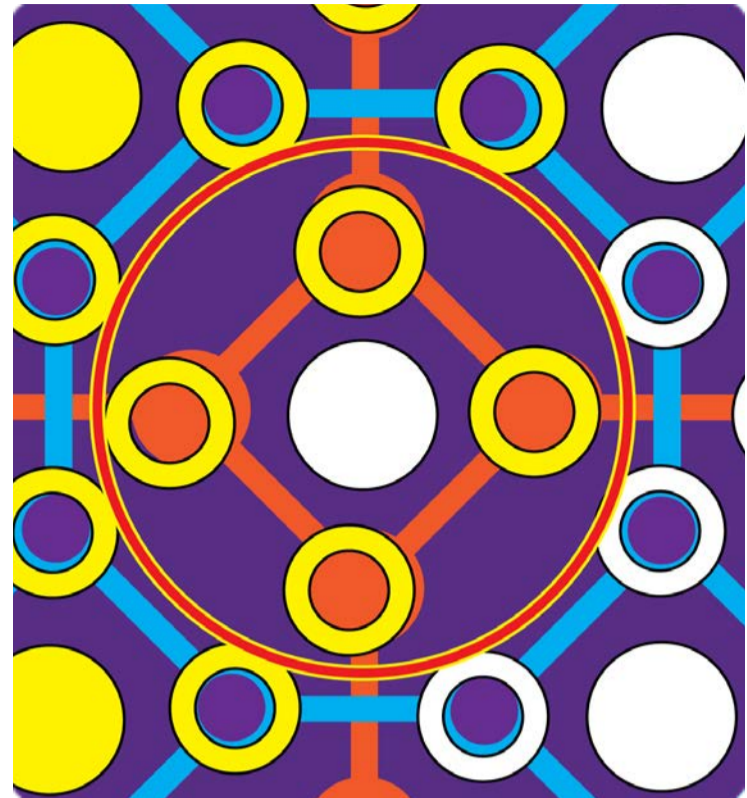


Figure 4. Four yellow rings on the orange web capture the silver gem.

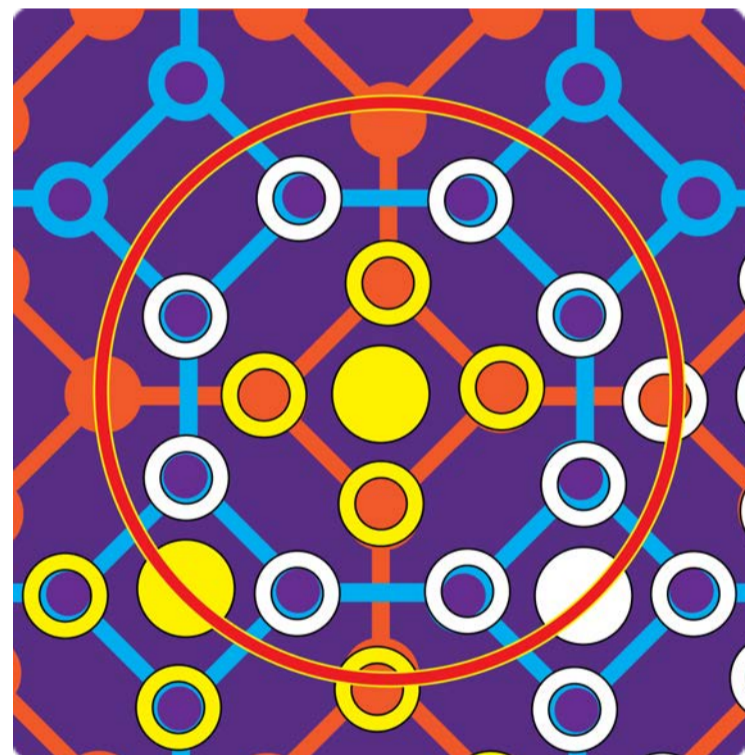


Figure 5. The eight white rings surround and capture the four yellow rings.