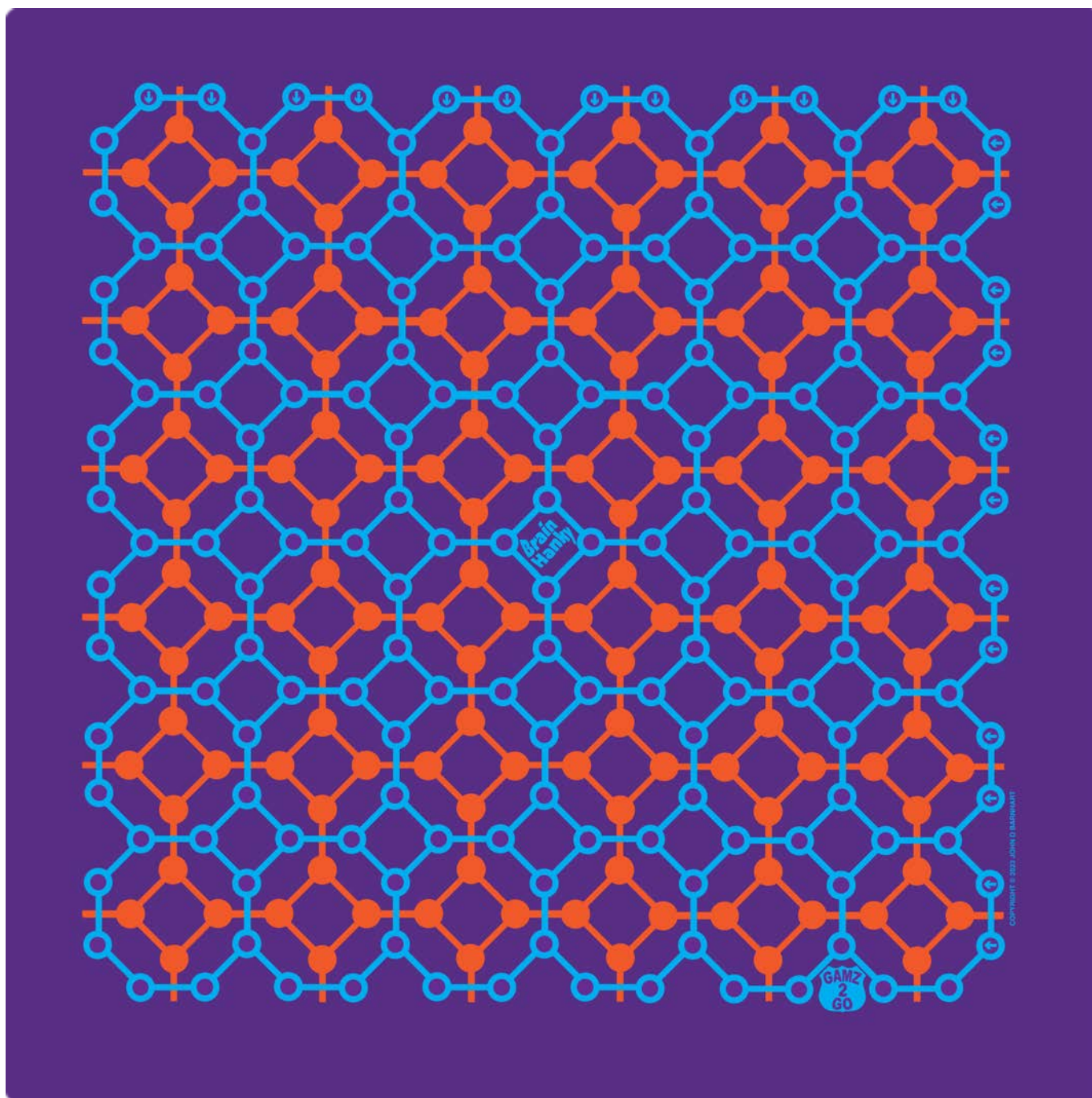*Abstract Strategy*

Brain Hanky Manual

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

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. 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 of your gems surrounded by 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.
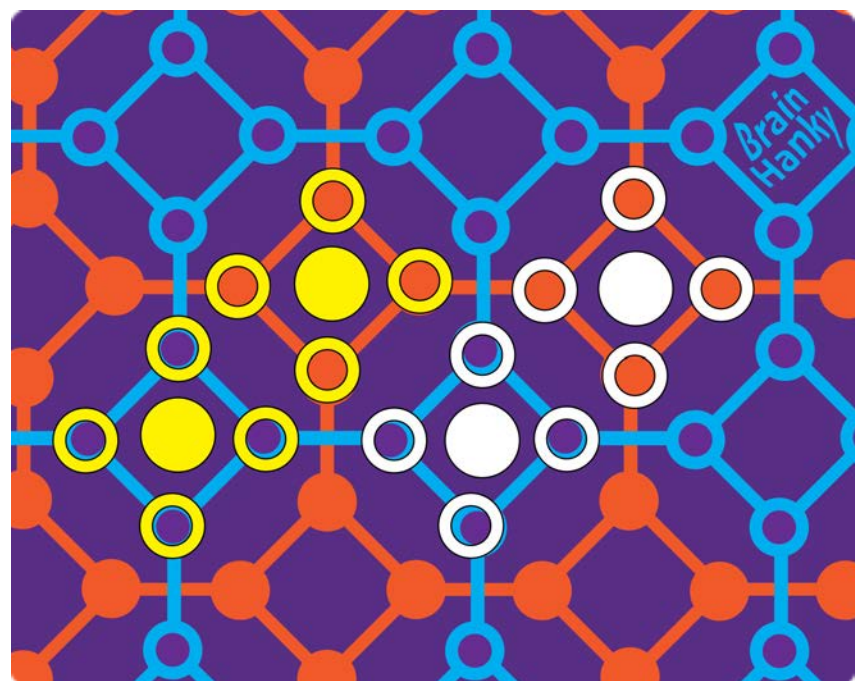

Figure 1. Clusters placed on the game board

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.
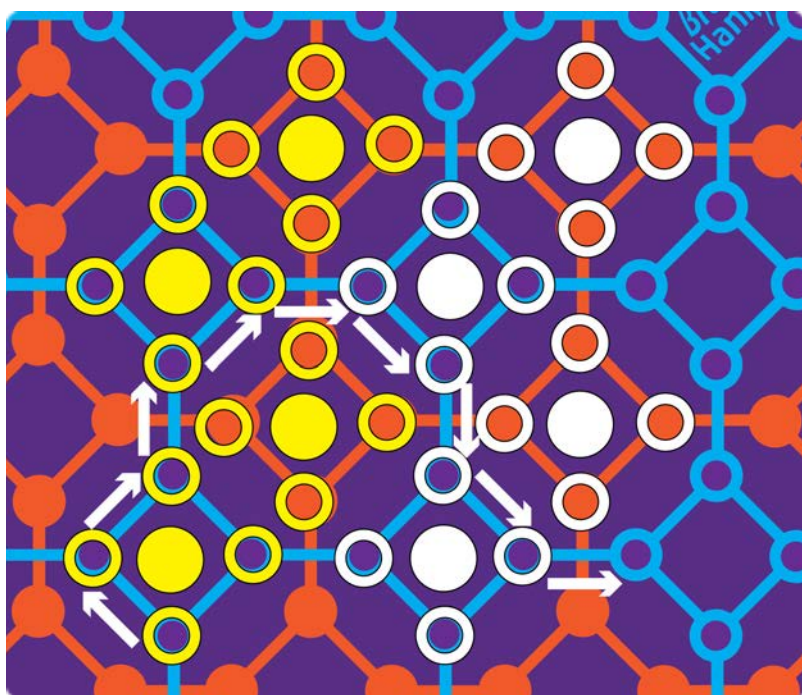

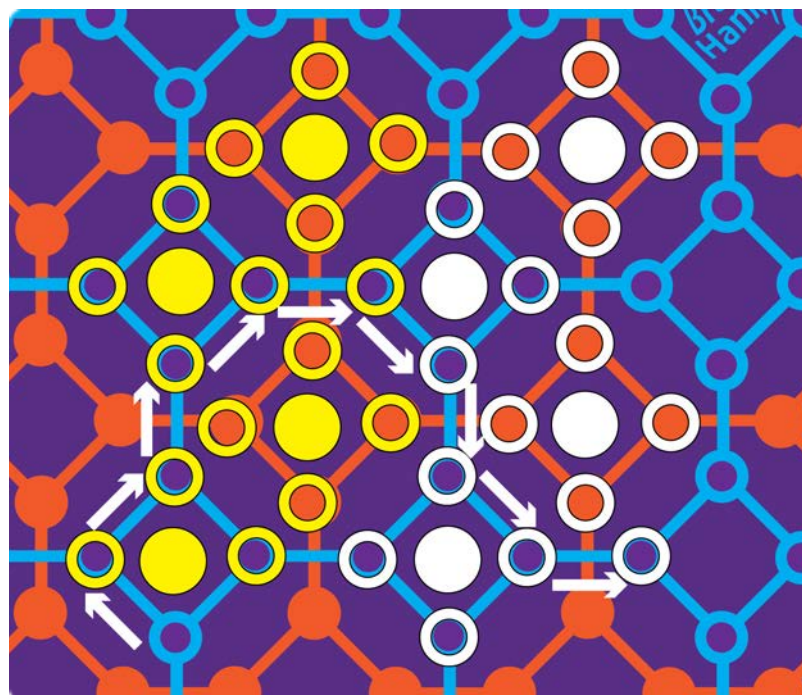Figure 2a. Before the string move the arrows show the intended move.

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.
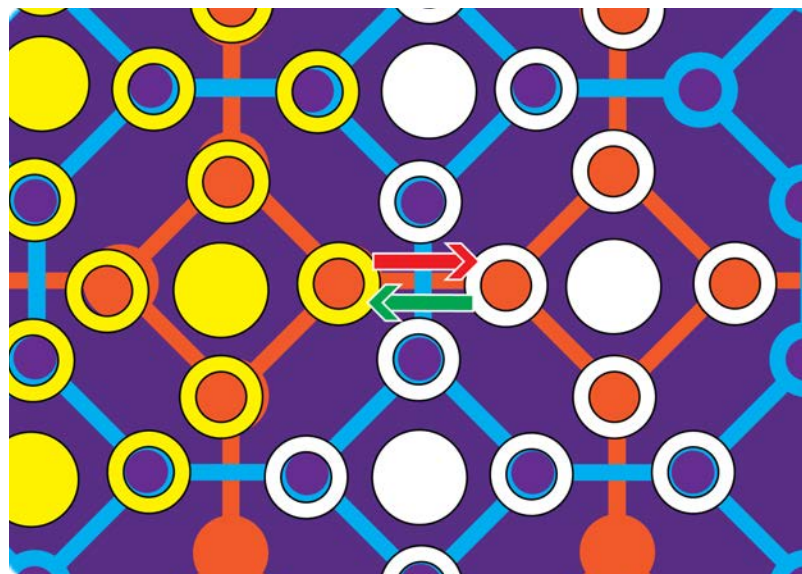

Figure 3. The yellow ring on the orange web is blocked from crossing.

When you surround your opponent's gem with four of your rings, you capture the gem, put it in your capture pile, and **get another turn**. See figure 4. One variation is to only get 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. 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.

Add Chance to the Game

Rather than having two moves per turn, you can use the Brain Hanky Move Chooser on the Gamz2Go.com website. It chooses from among one, two, or three moves for your turn. For three moves either move three rings on one web, or two on one web and one on the other web.
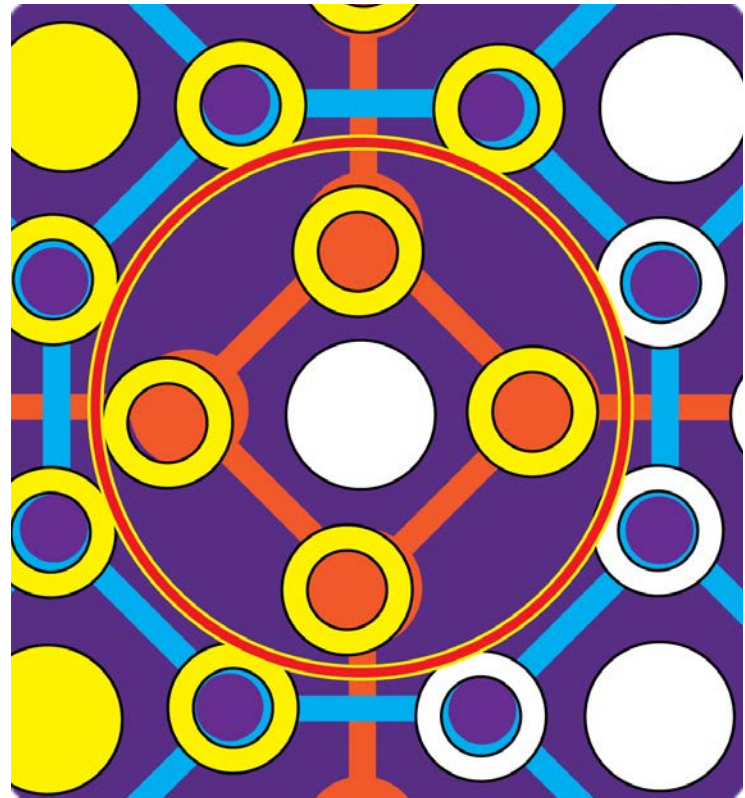

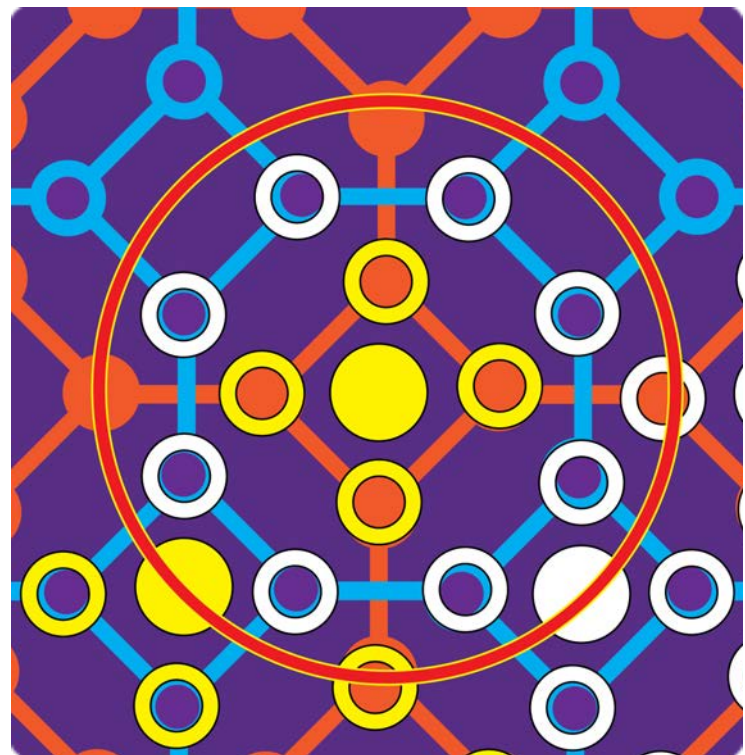Figure 4. Four yellow rings on the orange web capture the silver gem.

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

Periodic Rules

Periodic rules make the game board continuous from top to bottom, right to left, and vice versa. On the orange web the continuation is simple. The blue web has arrows on the top edge and right edge of the game board. The arrow signifies that point as the same point on the opposite side of the game board. Figure 6 shows strings of rings crossing periodically. The white rings show vertical continuation, and the yellow rings show horizontal continuation.

The red circles signify the points on the blue web which are the same point in vertical and horizontal periodic space.
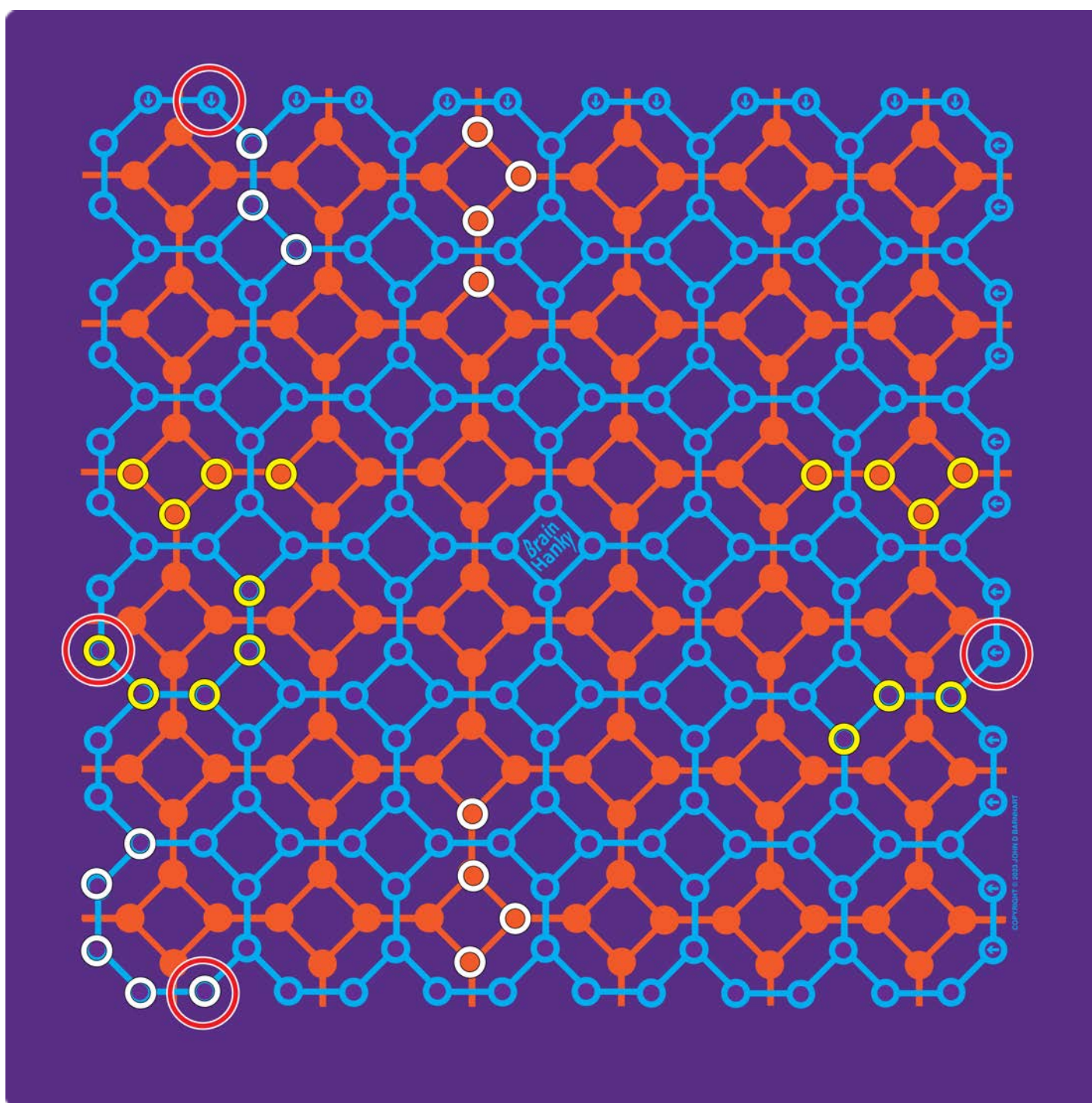

Figure 6. Strings continuing vertically and horizontally through the game board in periodic space.

Figure 7 shows **rings capturing opponent rings** using alternate rules and periodic space rules.
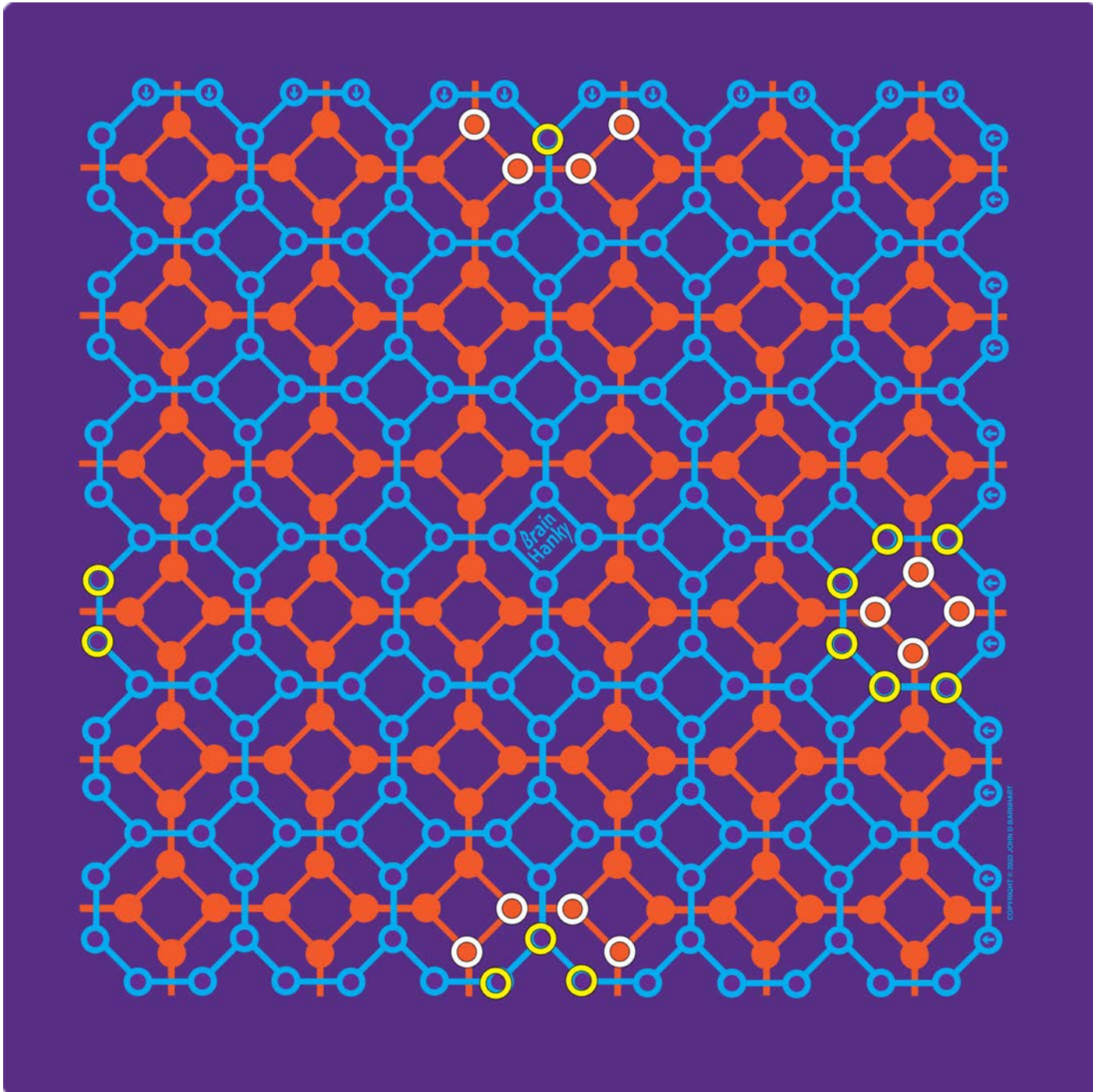

Figure 7. Eight white rings capture four yellow rings, and eight yellow rings capture four white rings using periodic rules.

Figure 8 shows some **odd cluster placement using periodic rules**. The white cluster on the edge is somewhat straightforward, but the yellow cluster in the corner is spread among three corners. Place the gem near the points without arrows– in periodic space, each corner is the same gem spot and each opposite edge is the same gem spot.
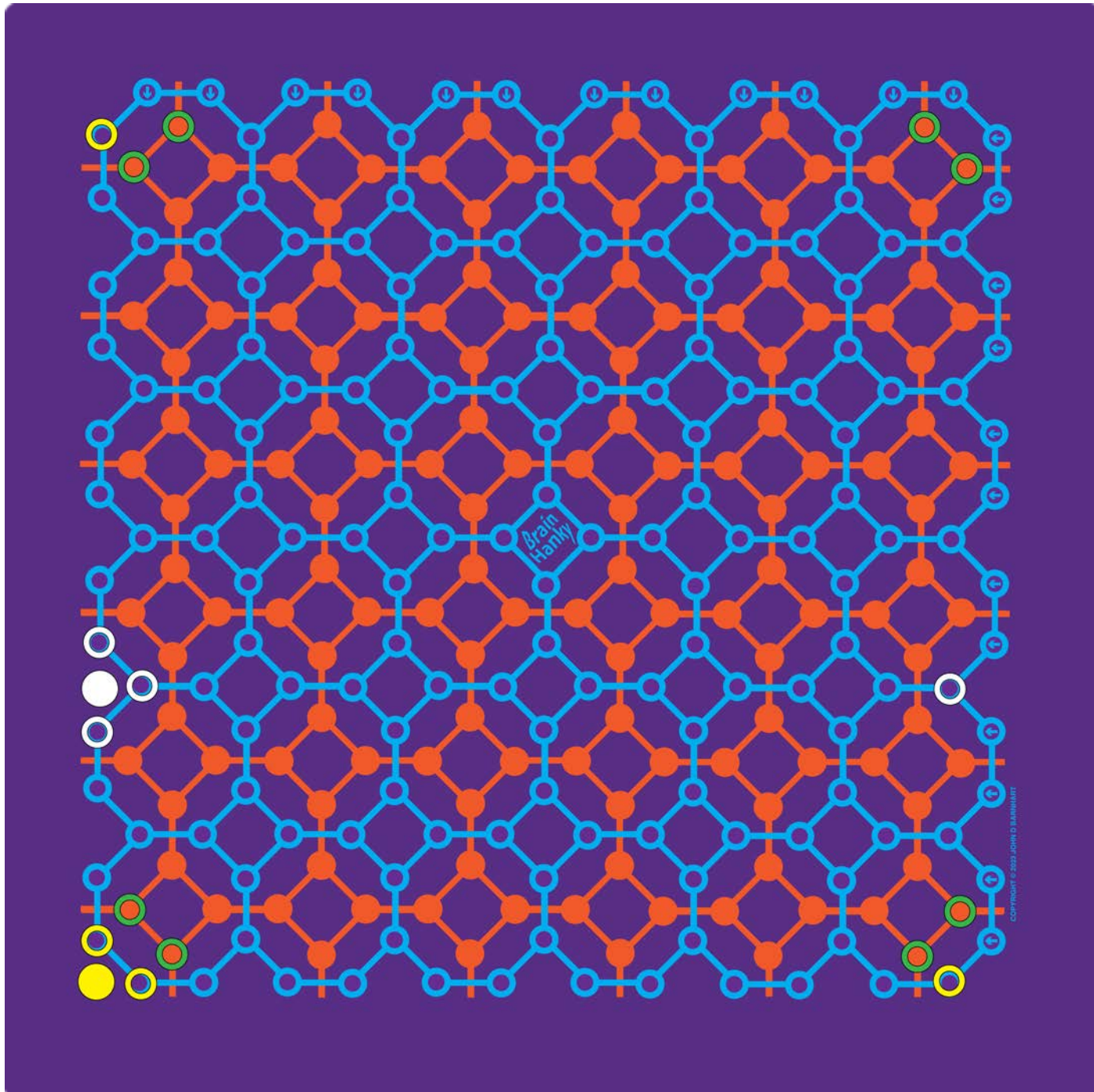
Figure 8. In periodic rules you can place a cluster on an edge or in a corner.

The eight green rings on the orange web encircle the yellow corner rings.

Game Board Expansion

You can put four game boards together to create a **4X expanded game space**. Use the arrow points similar to how you would in the periodic rules. They are "simultaneous" space with the edge of the adjacent game board. **Figure 9 shows how strings crossing game boards and periodic space are similar**.
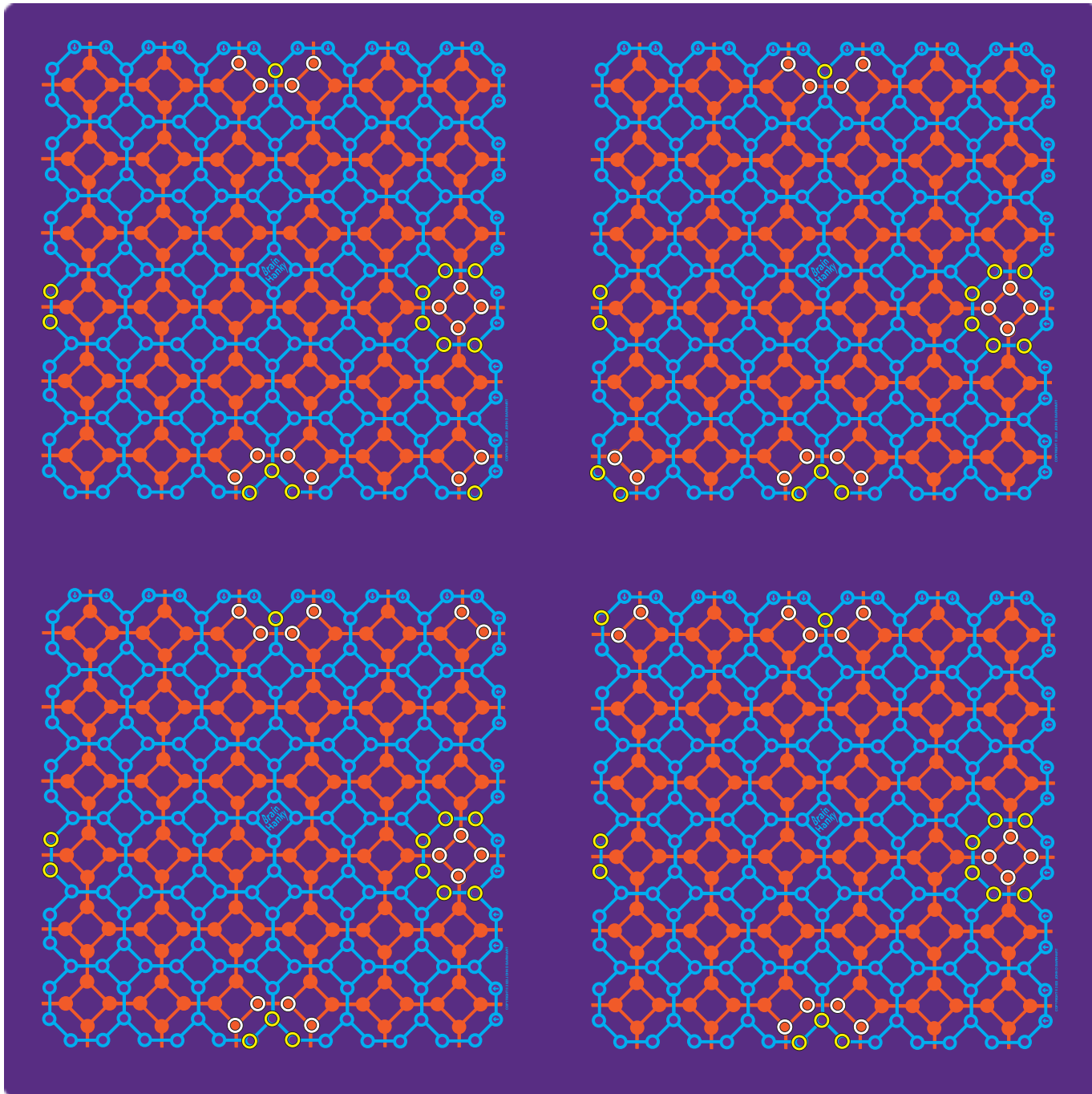

Figure 9. Expanded game space.

With additional different colored rings and gems, you can play a five or six player game on this expanded game space.

More Games to Play

Gemless

In this game for 2 or 3 players, you play to capture your opponent's rings. There are **no gems used** in the game. This game uses periodic rules.

Goal

Capture your opponent's rings leaving them fewer than eight.

To Play

First, each player choose a color of rings and use **48 rings each**. Play the game in two phases.

Phase I

Players alternates turns, placing two clusters of four rings per turn, one on the orange web and one on the blue web. Clusters are as shown in Figure 1, except, there are **no gems**. Once all rings have been placed, go to Phase II. If during Phase I you surround your opponents rings, you capture them, but receive **no extra moves**.

Phase II

Continue alternating turns, making two moves each turn. You may move one ring on each web, or two rings on either web. Moves may be **string moves** (see Figures 2a and 2b above). Moves are to capture opponent's rings (as in Alternate Rules above), or block their rings from capturing yours (see Figure 3). When you **capture your opponent's rings, you get an extra turn**.

For a **variation of this game** use the Brain Hanky Move Chooser to randomly select one, two, or three moves each turn during Phase II.

Battle Lines

This game for **two players** uses a starting configuration of clusters. Refer to Figure 10. Each player chooses a color of tokens and gems. **Use 56 rings and 14 gems each**. Arrange them like the image in Figure 10.

This game uses Periodic Rules.

Goal

Capture your opponent's gems first.

To Play

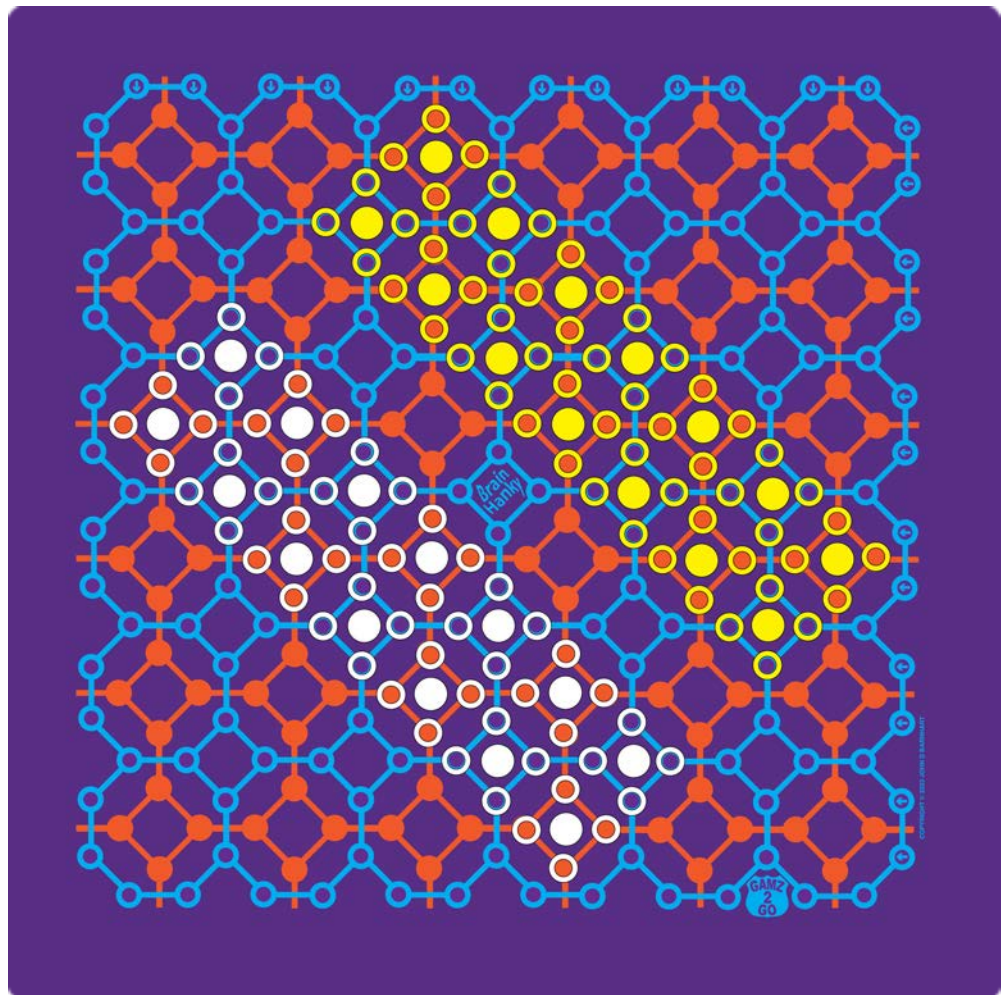Players alternate turns moving two rings per turn. Moves may be both on one web or one on each web.

Figure 10. Starting cluster configuration for Battle Lines.

Moves may be string moves. Try to surround your opponent's gems and block your opponent from surrounding your gems. **When you surround and capture an opponent's gem, you get an extra turn**.

Variations

• Change the game dynamics by using the Brain Hanky Move Chooser to select from among one, two, or three moves on your turn.

• Only allow one move added for a gem capture instead of a whole turn.

• Allow your rings to capture your opponent's rings as in Alternative Rules above.

• Play **without using** periodic rules, or with just the orange web periodic.