

RULES OF PLAY

OBJECT OF THE GAME

The winner is the first team or person to reach the end of the optical illusion by correctly solving the questions.

START OF PLAY

The game begins with each team choosing one of the two center "hollow" squares which determines their path - light or dark. One team or individual marks their progress along the darker path and the other player along the lighter path. MINDTRAP can be played using a long or short version. See diagrams for alternative travel routes.

We will refer to the teams as 1 and 2. To begin, one person from Team 1 selects a card. After reading the question out loud, the "reader" flips the card over and reads the answer silently. When the "reader" fully comprehends the question and answer, the answering team (Team 2) is now free to re-read the question at their leisure. If Team 2 answers *correctly*, they can either fill in one square on the pad and request another question, OR roll the die (0, 1, 2 or 3) and fill in the indicated value, thereby ending their turn. If Team 2 answers *incorrectly*, their turn is ended. However, the other players on Team 1 (excluding the reader) now have the opportunity to state the answer for a bonus point. If their answer is correct they may fill in one square on their path. It is now Team 2's turn to read the next question to Team 1, even if their answer was incorrect. **NOTE:** In a team situation, the *reader* alternates on each question.

INQUIRY CARDS

Any question preceded by a diamond is designated an "inquiry card". This card allows the answering team to ask the reader any question they choose that will help them solve the problem. The reader may respond with a "yes", "no", or "irrelevant". You should word your questions so they elicit the desired response. For example, you couldn't ask "Who's blood is on the floor?", as the

reader's three possible response would not apply. If team 2 has failed to answer correctly, team 1 may supply one answer for their bonus, but without the aid of posing questions.

WINNING THE GAME

The team or person who reaches either end of the "illusion" first is the winner. However, you cannot win on a roll of the die. To finish the game you must answer a question correctly in order to fill in the "hollow" square at the end.

NOTES ON PLAY

There are no time limitations. However, you are free to set any as you see fit.

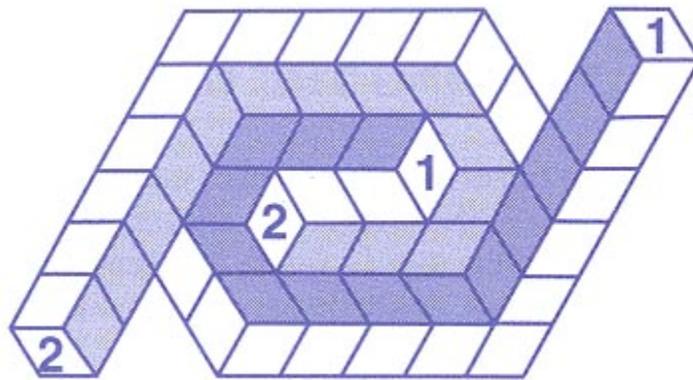
We realize that on occasion there may be more than one possible answer or solution. However, we recommend that only MindTrap's answer be accepted for the purpose of scoring.

During the inquiry stage, the reader should try to remain as neutral as possible in both answers and demeanor so as to not give anything away to the questioning team.

Many of the answers to MindTrap's questions require more than a guess. An explanation is needed to justify the answer and earn a point.

Begin at center "hollow" squares and end at outer "hollow" squares. Team 1 follows the darker path and Team 2 the lighter path. The path will end on alternating sides depending on whether you are playing a short or long game.

SHORT GAME



LONG GAME

