

# MIND MAZE™



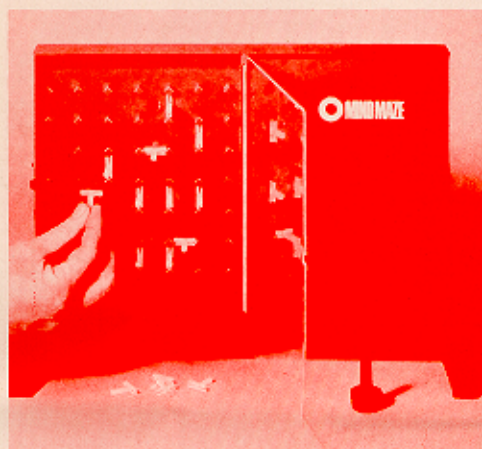
**A Game for Two Players  
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Salem, Massachusetts**

**OBJECT:** The object of this game is to maneuver through your opponents hidden maze, before he can find his way through yours.

**EQUIPMENT:** 2 Stands  
2 Magnets  
2 Steel Balls  
1 Mind Maze Board  
A supply of barriers

**1 PREPARATION:** Insert the two stands into the slots at the bottom of the board. Place the board between the two players. You will note that there are two sections on each side of the board.

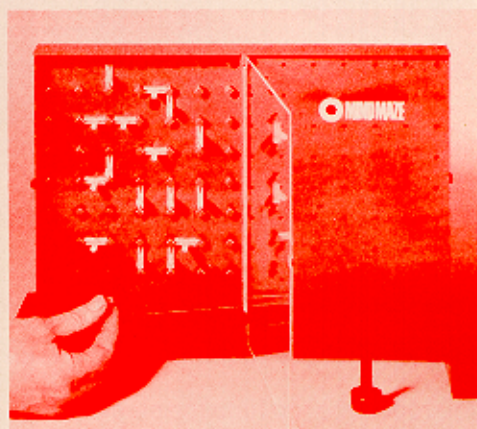
**2 CONSTRUCTING A MAZE:** Open the door on the left-hand section of your playing area. Use the barriers to construct a maze, starting at the bottom hole and ending at the top one.



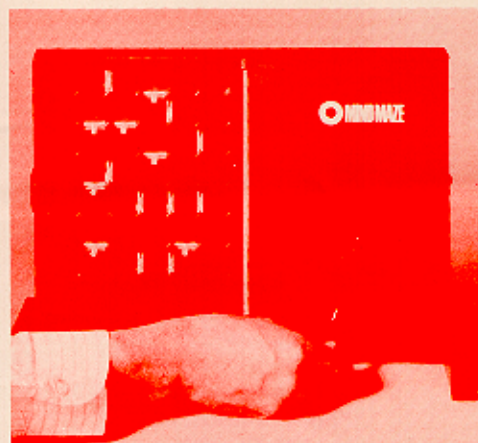
You are allowed to construct deadend paths as long as you have at least one path that starts at the bottom and ends at the top hole. The game can be made as simple or complex as you and your opponent desire by regulating the number of barriers which may be positioned

in the maze. This also creates a broad age range for the game since complexity and speed of play are controllable.

**3 PLAY:** After you have finished making your maze, insert a steel ball in the groove at the bottom of the board

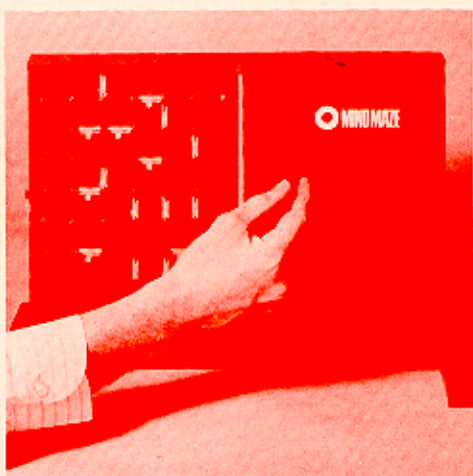


and close the door. The play of the game takes place on the right-hand section of your board. In other words, you will be playing on the reverse side of the maze your opponent set up. Both players begin playing at the same time. Place your magnet on the hole at the bottom of the board. As you move your



magnet, it will move the steel ball. You begin by moving the magnet up and down the rows. Whenever the ball hits

one of the barriers, it will fall back down to the bottom. The player must then



start over and attempt to find the right path which leads to the top hole. When you reach the top hole the steel ball will come into direct contact with the magnet, and can be withdrawn from the gameboard.

**4** **WINNING THE GAME:** The first player to get his steel ball to the MIND MAZE circle, and to draw it through to his side, wins the game.

We will be glad to answer  
inquiries concerning these rules.



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