

Guide to interactive applications

Minds Battles

Puzzles and games on the interactive floor

Designer: LavaVision



Mind Battles are Motioncube applications designed for interactive floors. The applications are controlled by **interactive pens**. The interactive area can be splitted into two game boards.

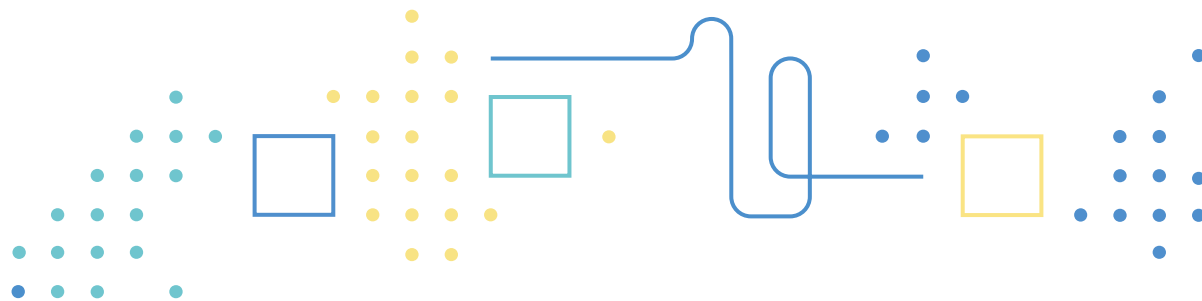
Number of applications in the package: 10

Application control method: interactive pens

Design, graphics, software: LavaVision

Package release date: 2020-07-17

Motioncube is an interactive software that combines motion and fun in the innovative technology of the interactive floor. Motioncube applications are designed for entertainment, education, revalidation, rehabilitation. Dozens of games controlled by motion, touch, interactive pens, robots, as well as for PCs and interactive boards. Along with example lesson or activity plans. Quick and easy selection of games collections with delivery straight to the interactive device. Create the interactive space tailored to your needs with Motioncube.



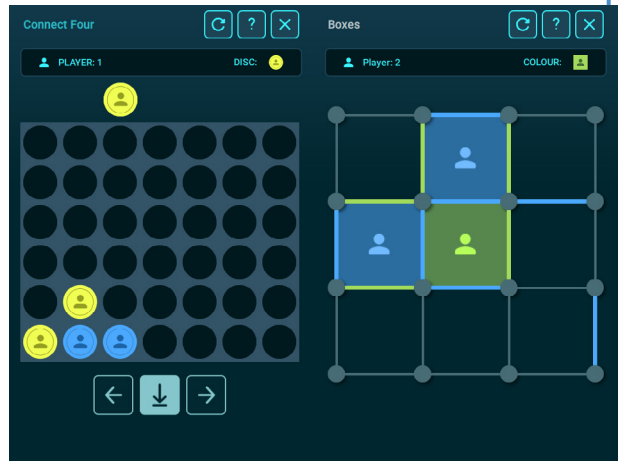
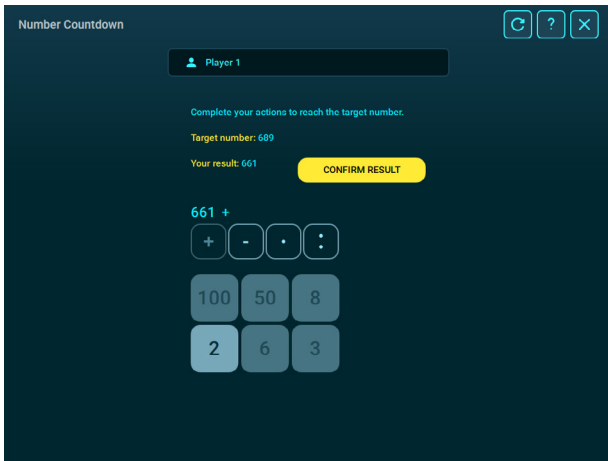
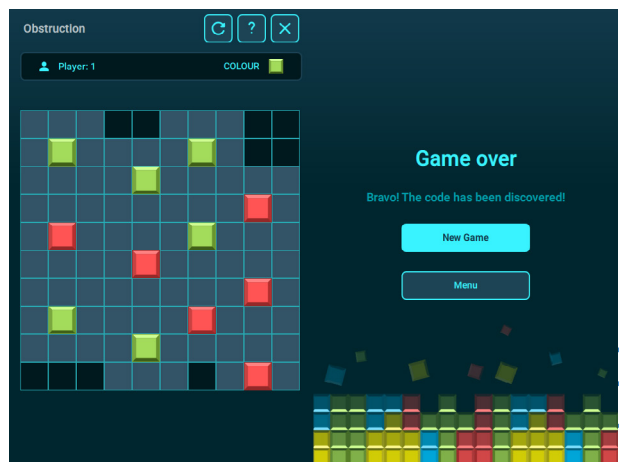
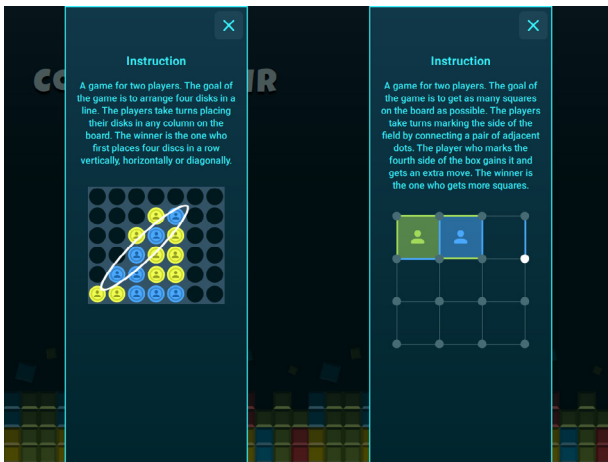
LavaVision

www.lavavision.eu

contact@lavavision.eu

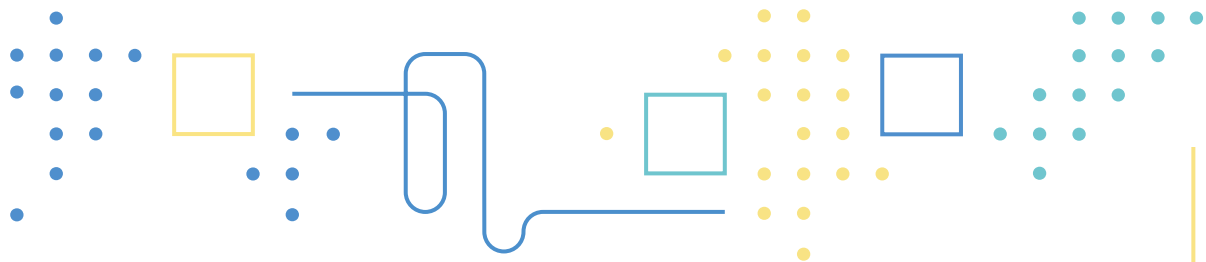
Time for strategic gameplay!

The Minds Battles are the interactive version of time-less paper & pencil games. This is the collection of interesting, strategic games and puzzles for two, four or six players. Check your mind and practice logical and strategic thinking! Invite your friends to play together!



Who is it for?

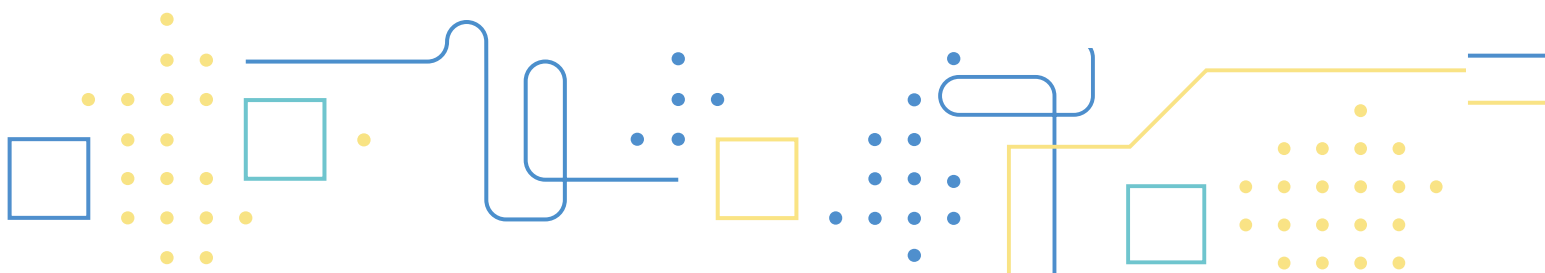
The Minds Battles application collection can complement everyday educational activities for school children, as well as corrective, compensatory and revalidation classes. It can also make the time spent by children of all ages more attractive in day-care centers, educational institutions, community centers and at home. The games are for everyone, especially for fans of two-player games on sheets of paper.



What are the objectives of these activities?

The package can support the stimulation of logical and strategic thinking of students at all educational stages. The games included in it shape the areas of cognitive development of children, with particular emphasis on strategic thinking and understanding the rules of games and competition. The inclusion of the Minds Battles games in everyday educational activities enables getting experiences through play.

The authors of the applications tried to respond to the developmental needs of school age children, focusing primarily on supporting motor and sensory skills during organized and safe games.



What is inside?

The Minds Battles contain 10 interactive games designed for two, four or six players. The games refer to logical games that can be performed on a piece of paper. Their classic, well-known versions have been adapted to the interactive floor.

Child development support

The applications included in the package have been developed in cooperation with teachers and psychologists. Interactive games and exercises can perfectly enrich group class scenarios as well as individual exercises.

With the Minds Battles games you can practice:

- planning and foresight skills;
- logical and strategic thinking;
- analytical skills;
- visual perception and cause and effect thinking;
- concentration of attention;
- cooperation and competition;
- understanding and following the rules.

Fun with the Minds Battles on the Motioncube interactive floor

You can run the Minds Battles games on the interactive floor with Motioncube Player available on www.motioncube.io

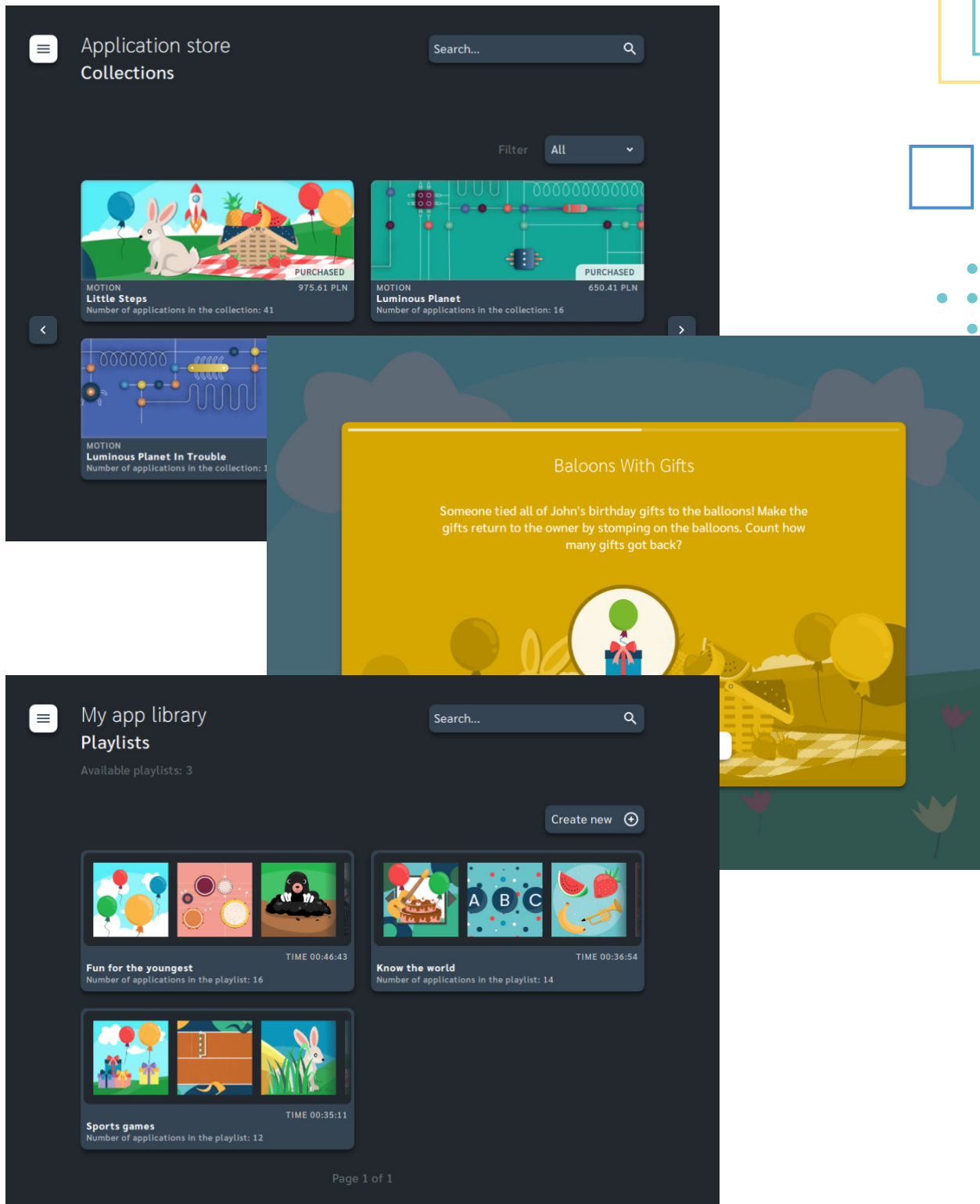


See video



Motioncube Player

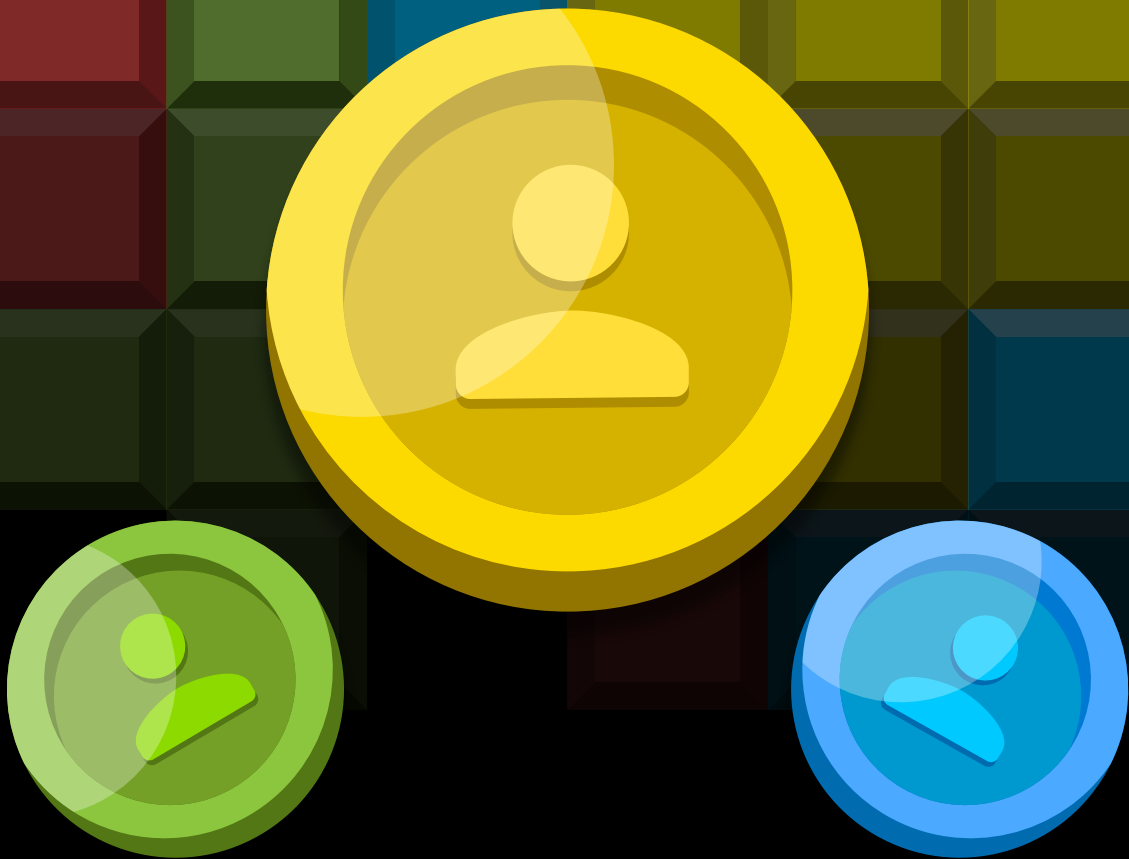
With Motioncube Player, you can easily manage your App Library, update your app collections, run playlists, and access a wide offer of educational interactive games.





Why to choose the Minds Battles

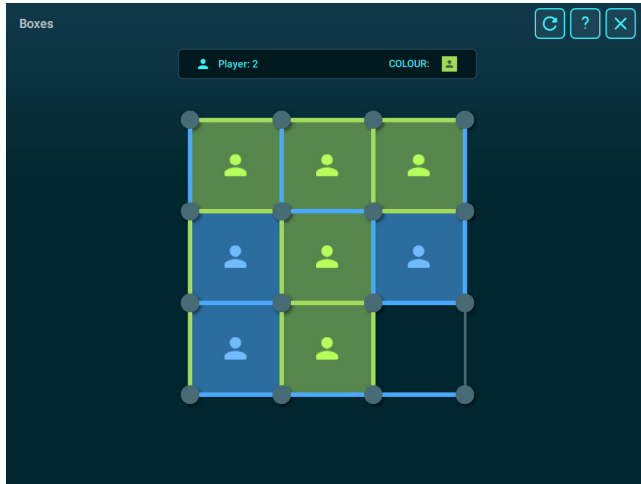
- Support the development of your students' analytical and strategic thinking on a large, graphically attractive format;
- Timeless two-player paper & pencil games;
- Ideal proposition for spending free time;
- Simple to use;
- Perfect games for everyone!



Let's think strategic!

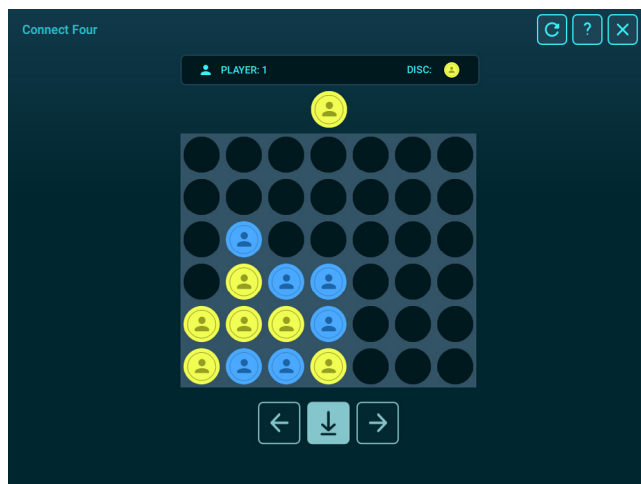
The Mind Battles include ten games

1. Boxes

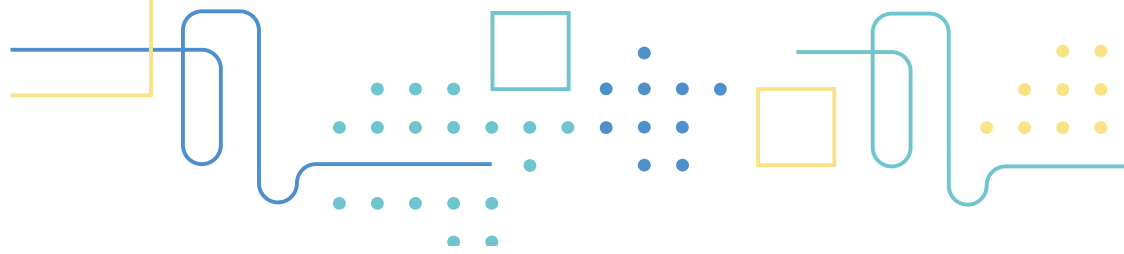


Get as many squares on the board as possible! The players take turns marking the boxes by connecting a pair of adjacent dots. The player who marks the fourth side of the box gains it and gets an extra move. A strategy game for early school and school children, teenagers and adults. Application for two or four people.

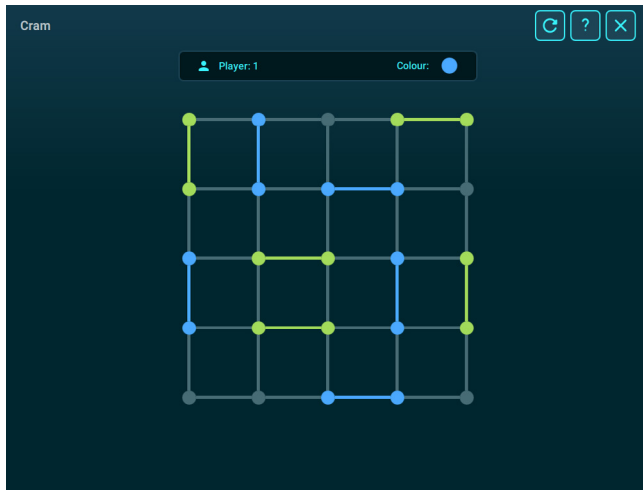
2. Connect Four



Who will arrange the four disks in a line first? The players take turns placing their disks in any column on the board. The four discs can be arranged vertically, horizontally or diagonally. A strategy game for early school and school children, teenagers and adults. Application for two or four people.

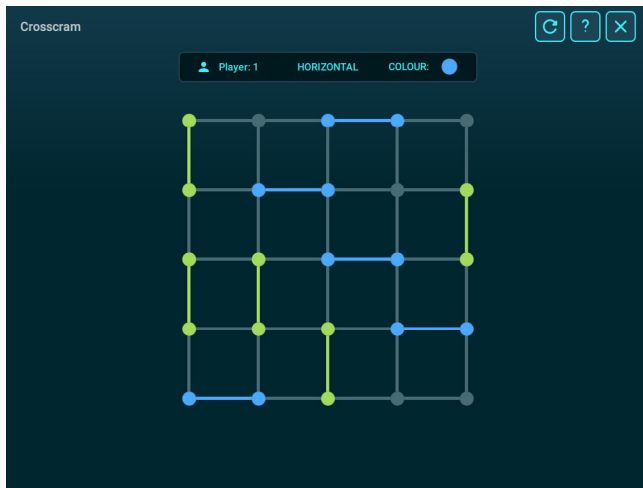


3. Cram

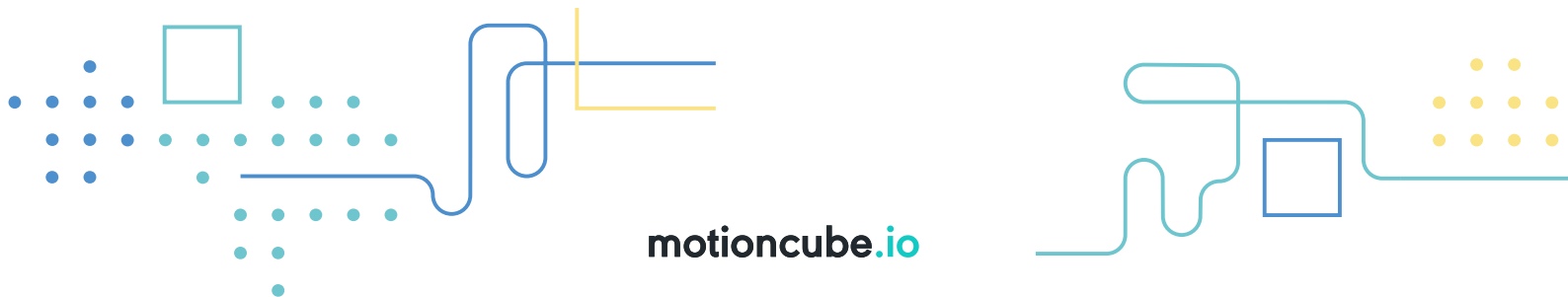


Block the opponent's move! Players take turns connecting a pair of adjacent dots horizontally or vertically. Each dot can only be connected once. A strategy game for early school and school children, teenagers and adults. Application for two or four people.

4. Crosscram



Block your opponent's move! The players take turns to connect a pair of adjacent dots. The first player connects the dots only horizontally, the second only vertically. Each dot can only be connected once. A strategy game for early school and school children, teenagers and adults. Application for two or four people.

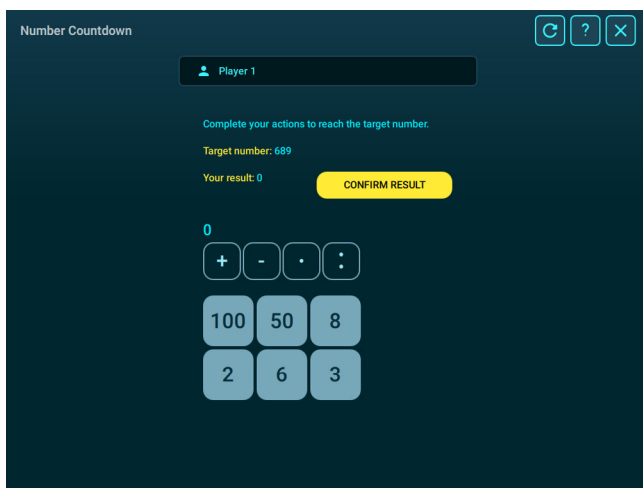


5. Bulls & Cows



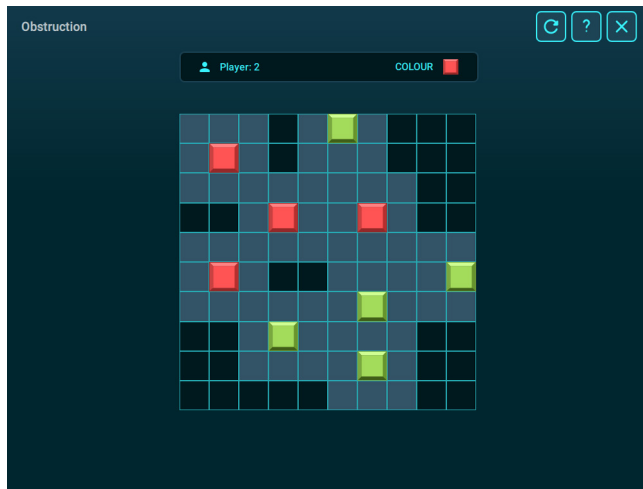
Guess the number from the coded information. The first player defines the code from four different digits. The second player tries to decode the code in nine attempts. Correct numbers in the correct positions are 'bulls', incorrect numbers are 'cows'. A strategy game for early school and school children, teenagers and adults. Application for two or four people.

6. Number Countdown



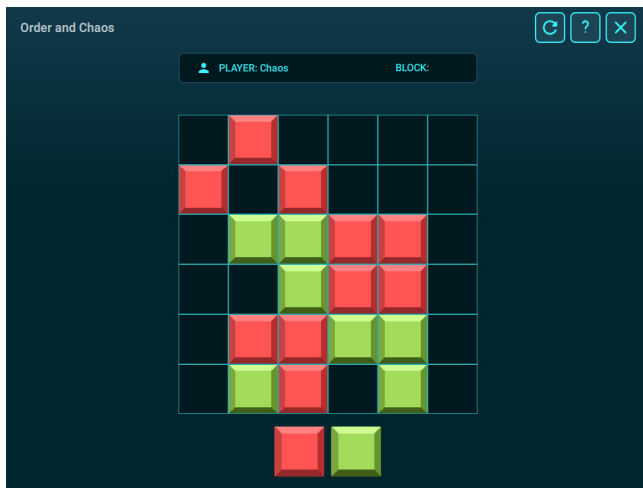
Do math to get the number determined by the other player. The first player chooses his numbers, the second player defines the three-digit target number. The first player tries to get a result equal to the specified number by adding, multiplying, dividing or subtracting. A strategy game for early school and school children, teenagers and adults. Application for two or four people.

7. Obstruction



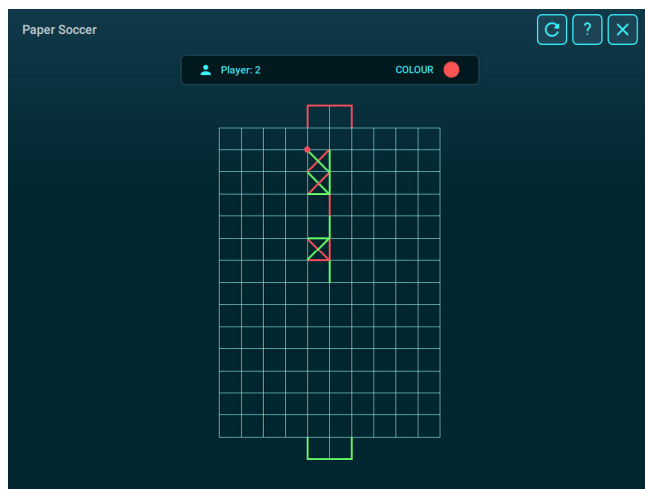
Take the last free space on the board! The players take turns marking the boxes on the board. When marked, adjacent boxes become inactive. A strategy game for early school and school children, teenagers and adults. Application for two or four people.

8. Order and Chaos



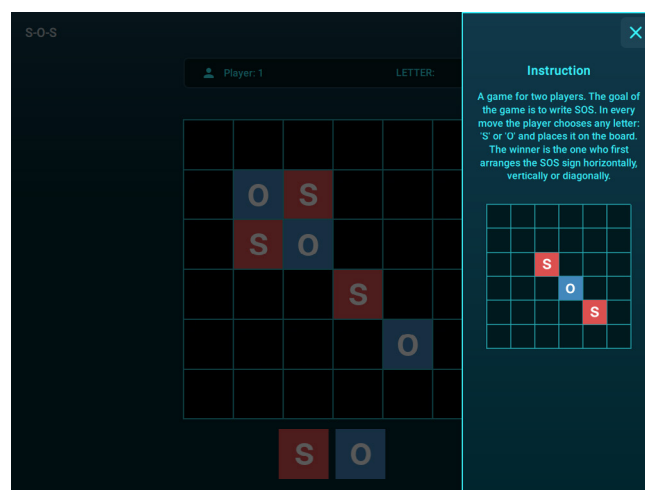
Depending on the role you play, you arrange the blocks in a line or you effectively hinder their arrangement. The goal of the 'Order' player is to get five blocks of the same colour in a line. The 'Chaos' player is supposed to prevent him from doing this. A strategy game for early school and school children, teenagers and adults. Application for two or four people.

9. Paper Soccer

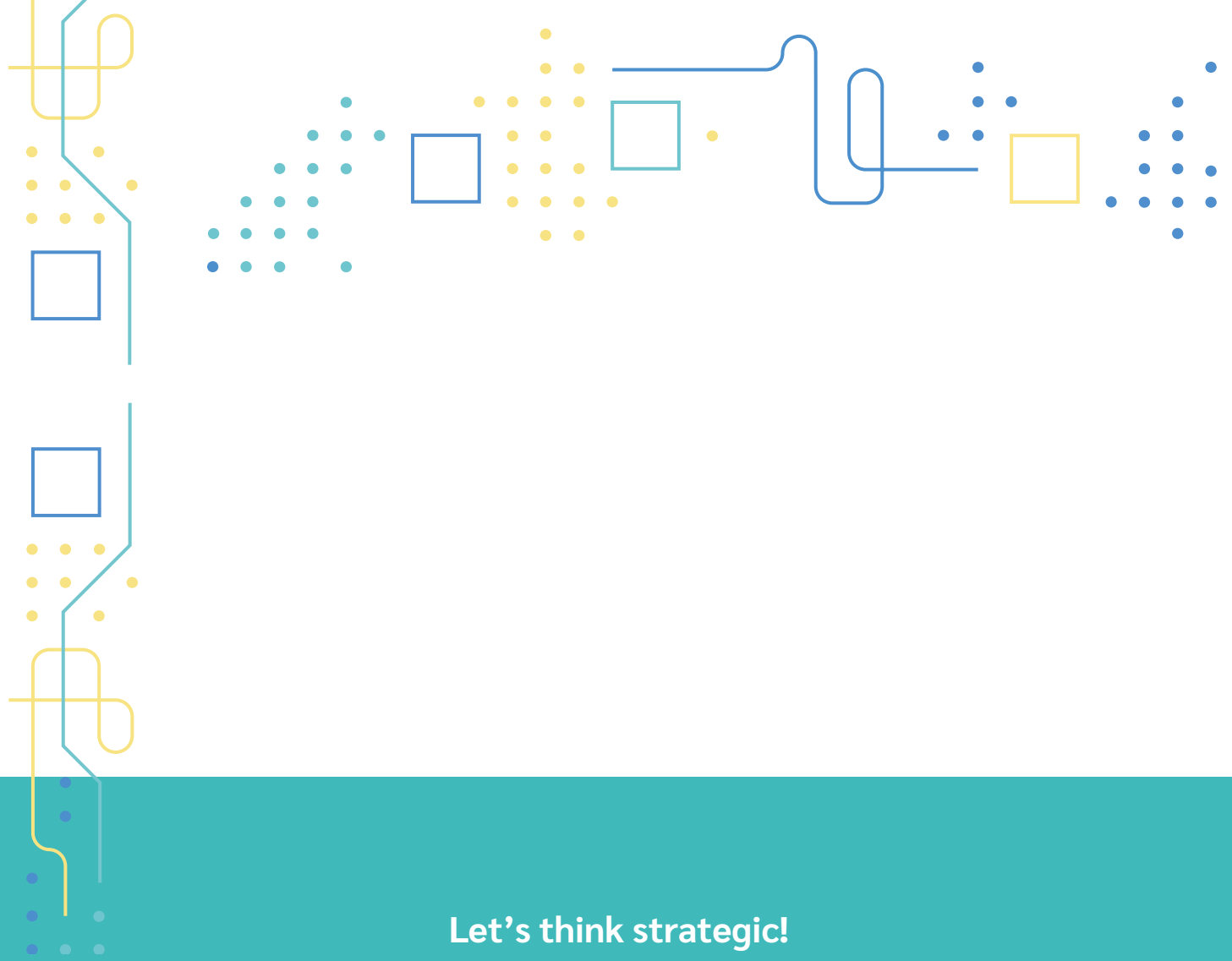


Score a goal into the opponent's goal gate! The players take turns drawing one line at a time along the side of one grid or diagonally. If they touch an existing stretch, they gain extra move. A strategy game for early school and school children, teenagers and adults. Application for two or four people.

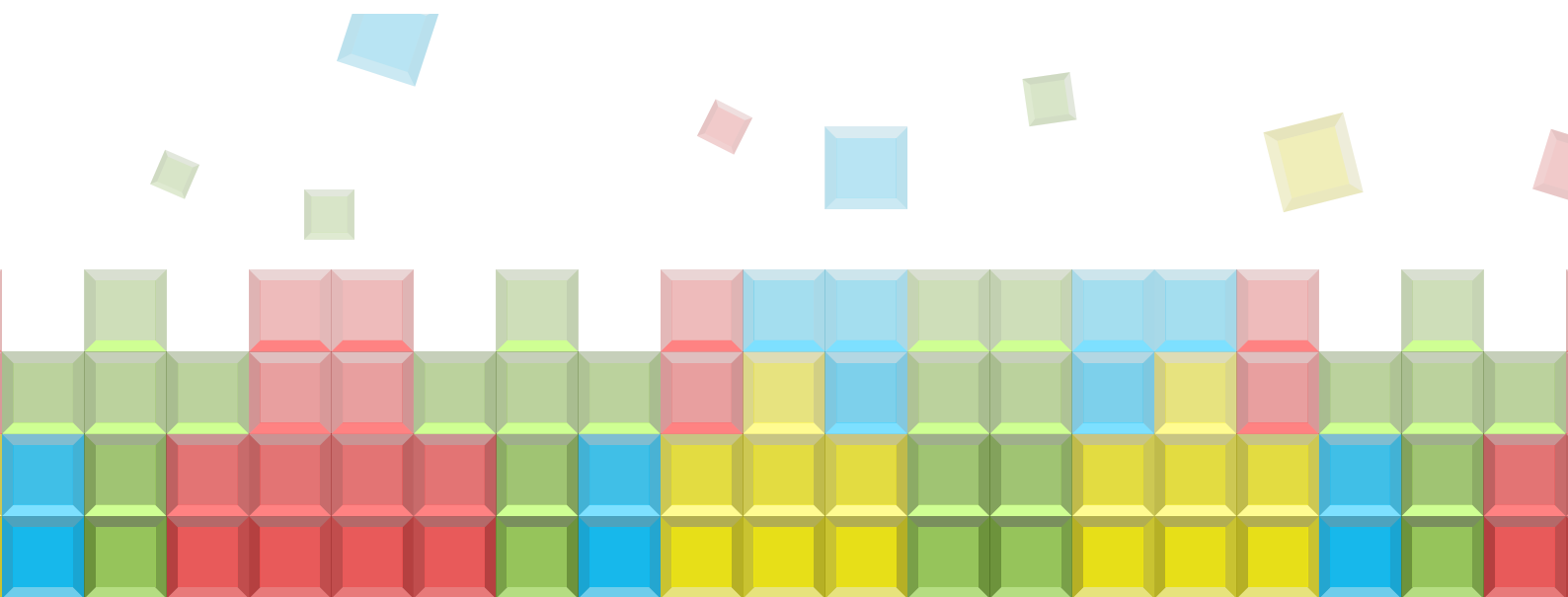
10. S-O-S

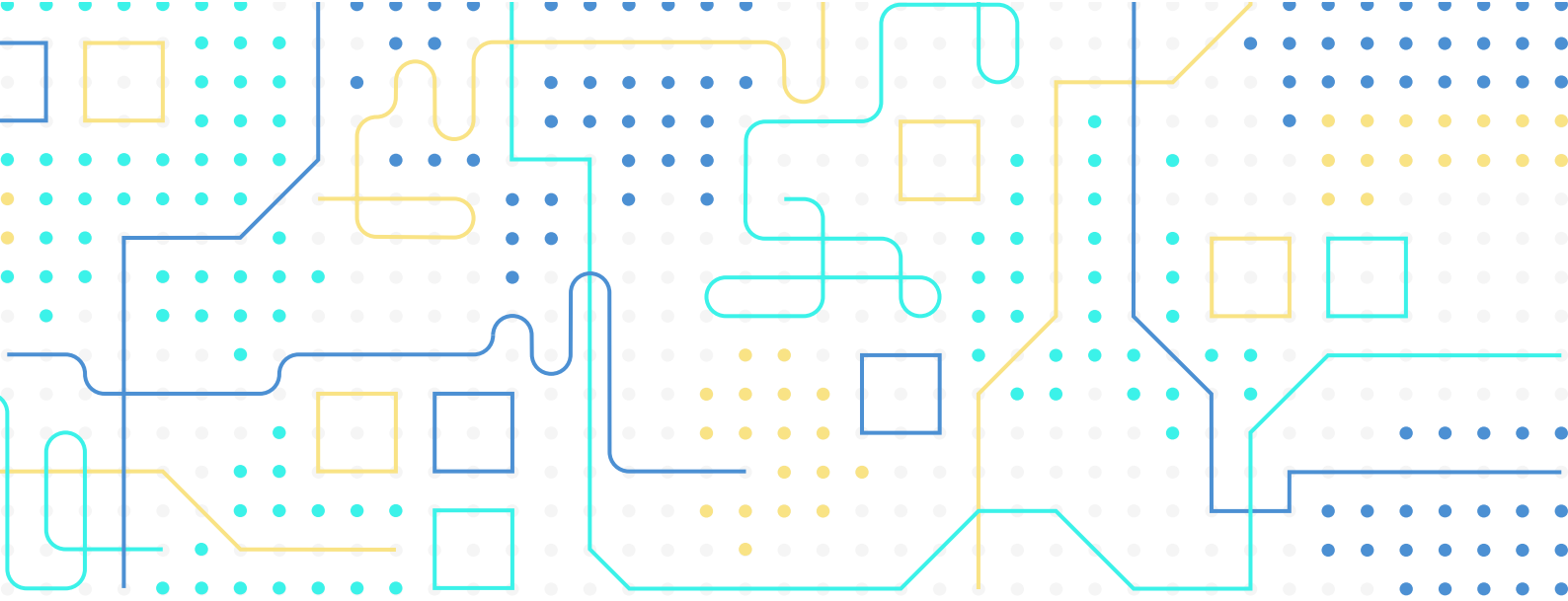


Be the first and call S-O-S! The players take turns placing any letter ,S' or ,O' on the board. The winner is the one who first places the S-O-S inscription horizontally, vertically or diagonally. A strategy game for early school and school children, teenagers and adults. Application for two or four people.



Let's think strategic!
Challenge your friend in the most popular paper & pencil games!





Check more on
www.motioncube.io

