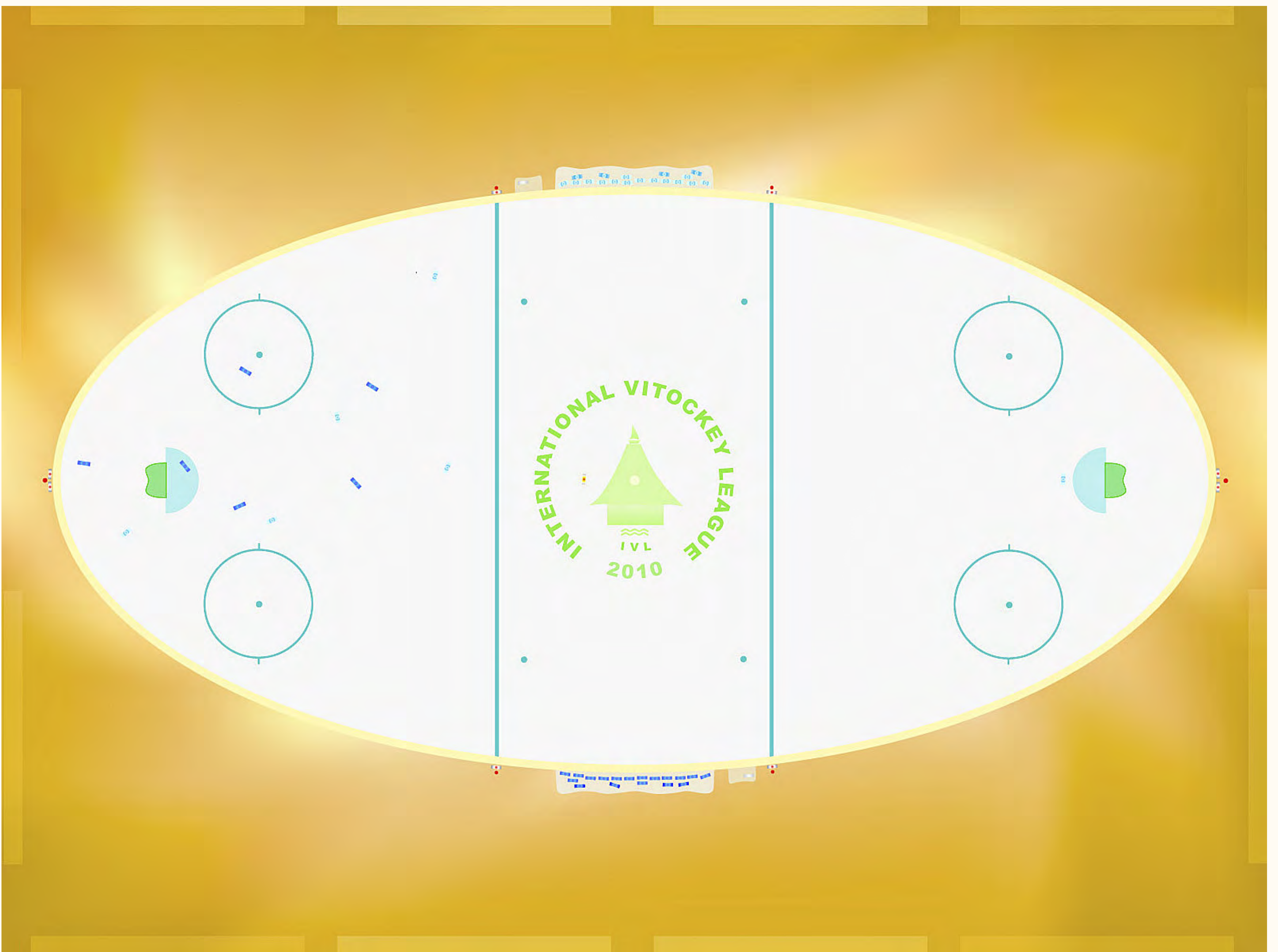
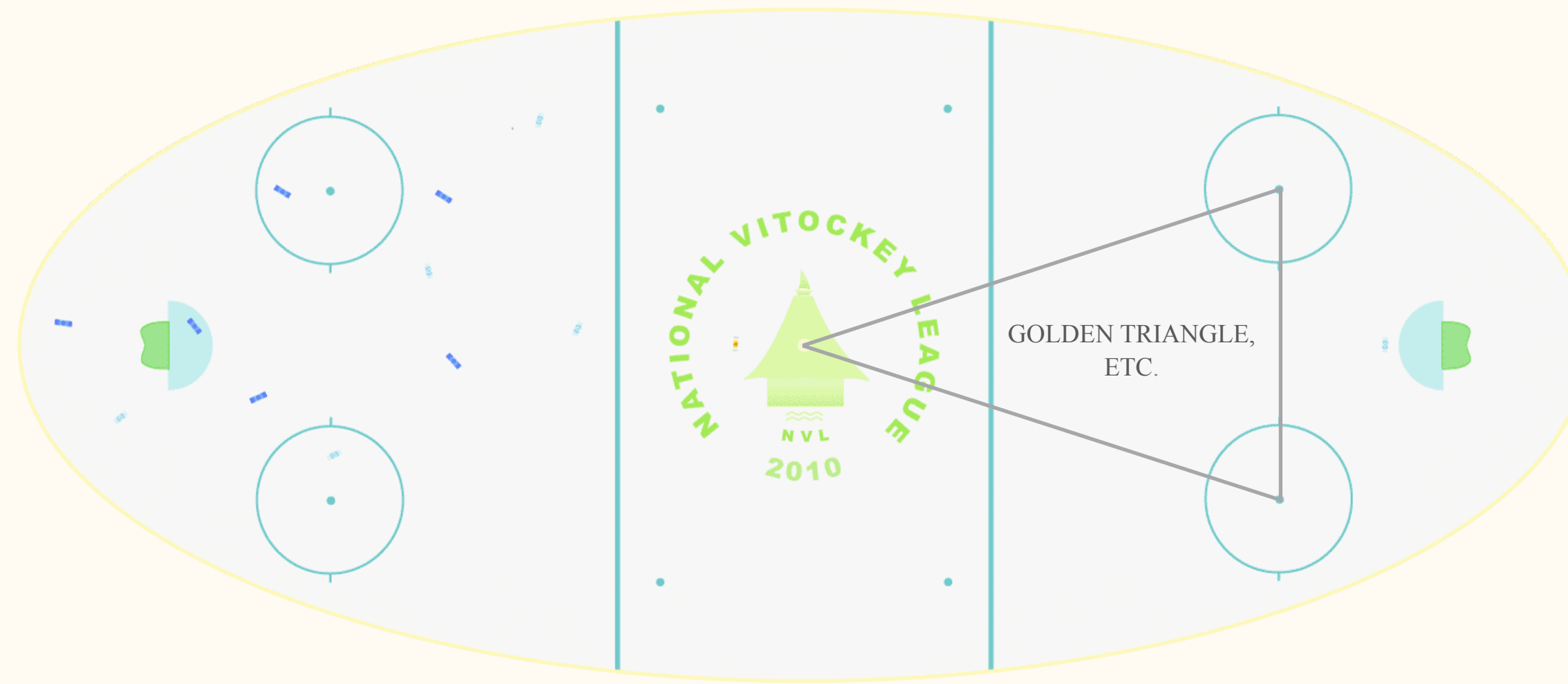


# VITOCKEY™



parallel environment = connecting visual sensory information = reduced brain activities and access to improvement. Theory: Universal behavior.



non parallel environment = non connecting visual sensory information = high level of wasted brain activities and little improvement. Theory: Selfish behavior.

Lacrosse, broomball, hockey and vitockey are unique games because:

- A) the surface is clearly defined by a board,
- B) this board can affect the trajectory of the pursued object and
- C) concerning hockey or vitockey, the pursued object is one of the smallest of all sports.

With such oppositions, very LARGE to very SMALL, it is necessary to organize the ensemble according to the simple rules of nature in order for the thought process to be able to recognize the information.

Theory: Vitockey can reproduce a very high level of recognizable CONTINUOUS sensory information when its elliptical Curve is combined with the Golden Rule, the Curve, Parallel Color ©, Expansionist Color © and a transitional Color Kit ©. With this combination, the player and the spectator are able to understand almost instantly the visual information and are free to strive towards improving anything that exists.

