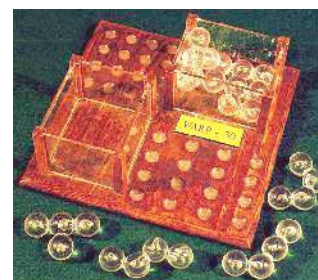


Puzzles, Just Puzzles

INSTANT INSANITY™ New edition of the classic 4-cube color puzzle: make all four sides show four colors. "Instant Insanity" is a trademark of Frank Armbruster. **\$16**



OSKAR'S DISKS™ Two 4" disks intertwine, like a 3-D maze, through ingeniously placed slots. Nicely crafted plywood. Ages 12-adult. **\$25**



WARP-30™ 4 levels of hard – pack 8 crystal-like pieces into 4 spaces: 2 boxes, 2 pyramids. Handcrafted 8" wood base. Clear acrylic boxes, brass plate. Age 10-adult. *By special order.* **\$85**



PYRAMID PUZZLES For determined solvers, teen to adult. Unique solutions. Crystal-like balls on tiered acrylic base. *Perplexing* (6 pc.), **\$19** *Giant* (9 pc.), **\$25**
Velvet pouch for pyramid (not shown), \$6

KOLOSSAL PYRAMID Silver Anniversary 2011 edition sold out. Handcrafted wood. 12 pieces, 56 balls, 47 solutions, 6" tall. Special order only. **\$135**

GRAND TANS® 7 finely crafted hardwood pieces (not tangrams) form 101 fine figures. In drawstring pouch. For ages 8 to adult. **\$39**



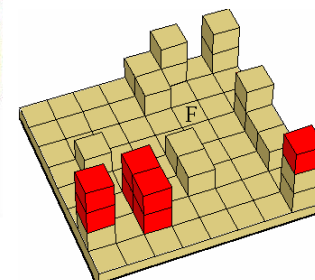
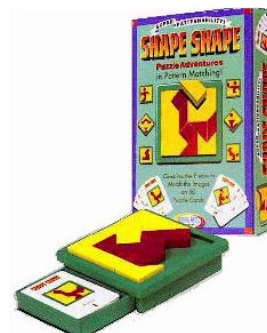
TINY TANS™ 4-piece mini-puzzles form many elusive shapes. Great little gifts. Three styles: Tantalizing T; Square and Fair; U Can Do It. 4½" size assembled. 6-adult. *Colorful acrylic, each \$9*
25th Anniv. Lucite, each \$10
Handcrafted wood, each \$12



ICOSA-TRIAD™ *Out of print, exclusively ours, while they last.* 12 wings in 4 colors joined by 6 "frogs" interlink to form a great dodecahedron with 20 triangular tri-color facets. Other patterns, thousands of combinations. Injection-molded plastic. 10-adult. **\$20**



SHAPE BY SHAPE™ ThinkFun's set of 14 tiles (2 and 3 right triangles joined) solve 60 pattern cards. Well-made plastic pieces feel good. Box with drawer serves as solving tray. Superb design, great fun. Age 6-adult. "Shape by Shape" is a trademark of ThinkFun, Inc. **\$15**



ROLLING BLOCK MAZE by Erich Friedman. Tip and roll red cube from start to finish. Two other blocks move to support. Handcrafted wood, 10-adult. **\$65**

Historical Games

And games with a historical flavor

TARA™ (formerly *Project Kells*) by Murray Heasman. *Games 100* list, No. 1 strategy game, 2006. A simply gorgeous game that creates Celtic knot patterns on the board as paths intertwine. Place ringforts, then link them with bridges to build kingdoms. Or send your kings to occupy terrain, then join up their kingdoms. Made in Ireland by Tailten Games. For 2 players, 10-adult. **\$40**

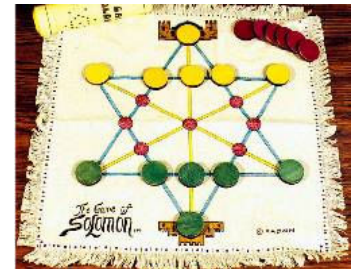


Lewis Carroll's CHESS WORDGAME™ Based on Lewis Carroll's diaries. Move letters like chess queens to form words, get points. Red 22" bandanna game cloth, 110 letter tiles. Other games, solitaires. 1-2 players, 8-adult. **\$45**

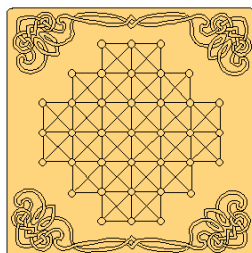
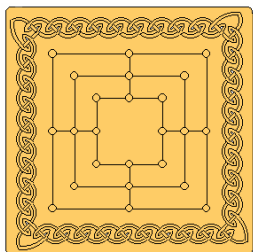


CHRONONAUTS™ Awesome time travel card game from Looney Labs, with secret Missions, secret Identities, rare artifacts and Paradox Repair. Win 3 ways. 136 cards, 1-6 players, age 11 to adult. **\$20**
"Chrononauts" is a trademark of Looney Labs, invented by Andy Looney.

GAME OF SOLOMON™ by Martin Gardner. Four games in one, plus puzzles. Invade opponent's castle, capture as in checkers. Handpainted 15" game cloth, wood disks, "scroll" of rules. 1-3 players, 8-adult. **\$45**



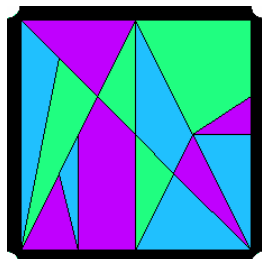
RENAISSANCE PLAYING CARDS Printed in Europe. Historical European 32-card deck, based on legend of William Tell. Play Euchre, Skat, etc. Book with other game rules plus solitaires, in custom pouch. 1-4 players, 8-adult. **\$12**



NINE MEN'S MORRIS/ FOX & GEESSE Ancient games on two sides of handsome 12" wood board, black and white glass pieces. Morris: get 3 in line. Fox: trap the fox. Also solitaires. 1-2 players, ages 8-adult. **\$59**

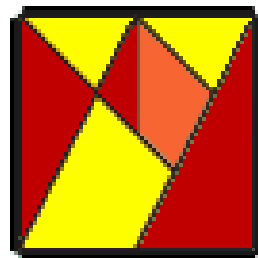


SIX DISKS™ 4" black acrylic with handpainted numbers, 1 through 6. Designs may vary. Play old and new puzzles and a 3D tic-tac-toe game. **NEW!** Now also in teddybear style. Too cute for words. Poses/colors may vary. Two vinyl roll-up grids, velvet pouch. 1-2 players, ages 6 up. **\$29**



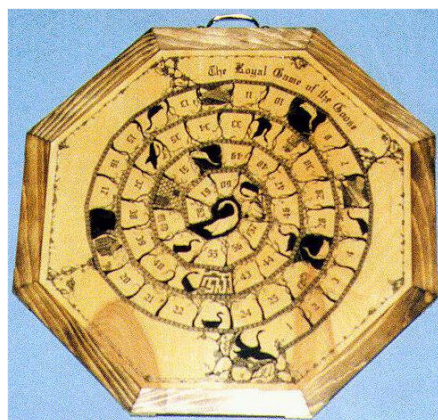
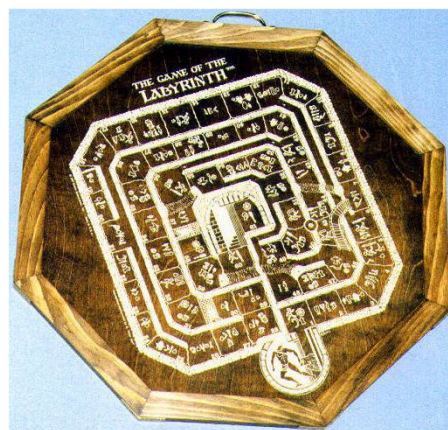
ARCHIMEDES' SQUARE *The world's oldest known puzzle, from over 2200 years ago.* The "Stomachion": 14 Lucite pieces fill the 7x7" tray in 536 ways and form other figures, old and new. Found in an ancient manuscript that's a hot subject of research as reported in the best-selling *Archimedes Codex* by Netz and Noel. Age 10 to adult. **\$35**

TANGRAMION™ A happy fusion of *Tangrams* and *Stomachion* developed by Serhiy Grabarchuk. Hundreds of shapes to solve, fanciful figures to create. The 7 Lucite pieces fill the 7x7" square in only 10 ways. Ages 8 to adult. **\$35**



THE ROYAL GAME OF THE GOOSE
and **THE GAME OF THE LABYRINTH™**

Magnificently crafted two-sided 24" framed octagonal wood gameboard, brass reinforced, with handle. Two authentic ancient games, ancestors of all boardgames: "Labyrinth" from Minoan Crete, "Goose" from the Renaissance. Both are a race to the center. Book of rules, historical notes. 16 handpainted wood pawns, 2 wood dice, velvet bag. 2-8 players, all ages. (*Oversize shipping, \$10 extra.*) **\$175**

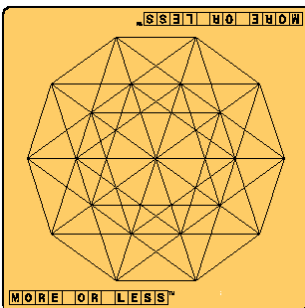
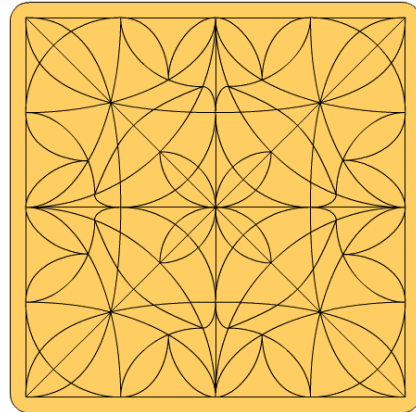


On 24" canvas banner, with 24 glass stones (4 each of 6 colors), wood dice, fabric pouch. 2-6 players. **\$59**

KaleidoMatrix™ gameboards

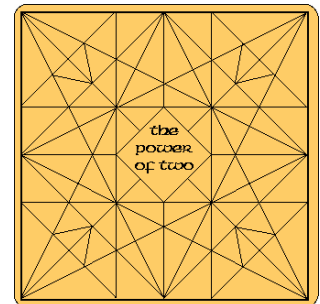
*Large, beautiful, original grids look like works of art.
Hand-finished wood boards are laser-engraved.*

END POINT™ On *Games 100* list, No. 1 abstract strategy game, 2001. Pieces alternately slide or jump on intertwining arcs to reach the end points of the opponent's side. Rules for 3 games, solitaires. 24" board, 15 reversible wood pieces per player. **\$75**



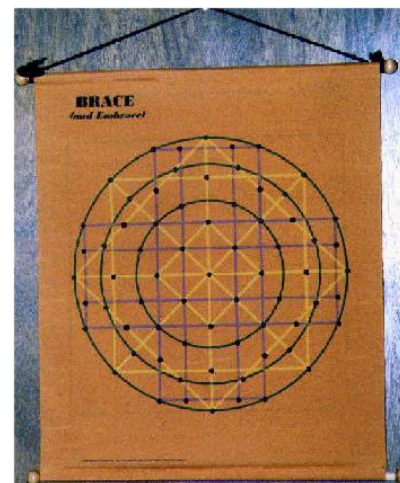
MORE OR LESS™ Complex 17" decagon grid has great, original strategy: you win if you control fewer than 7 or more than 18 pieces. Uses 25 reversible wood pieces. 1 or 2 players, age 10-adult. **\$59**

POWER OF TWO™ On *Games 100* list, 1999. Win by getting all your pieces onto the intricately crisscrossed board, or by blocking all opponent pieces. 17" board with 64 nodes, 32 wood pieces. Age 10 to adult. **\$59**

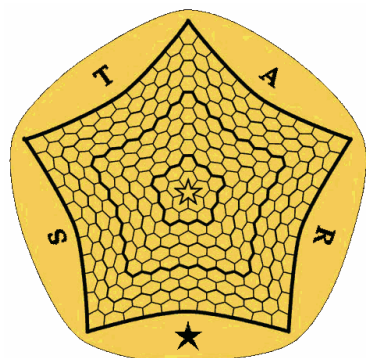


OVERPASS™ Intricate octagon lattice for 4 kinds of movement. Jewel-like disks in four colors. Two wood dice determine number of actions per turn. First player to exit all 10 pieces wins. Move *any* piece on the 17" board, not just your own. Two other games included. For ages 10-adult, 1-4 players. **\$59**

BRACE™ and **Nine Men's Morris** ("Mühle") *Games 100* list, 1998-99. Brace's 3 path colors determine how pieces move. Goal: "embrace" an opponent piece for points. Scoring cube tracks your lead. Four other games, solitaires. Reverses to Nine Men's Morris, one of oldest games known. 18 acrylic disks. Drawstring pouch. For 1 to 2 players, age 10-adult. **\$59**



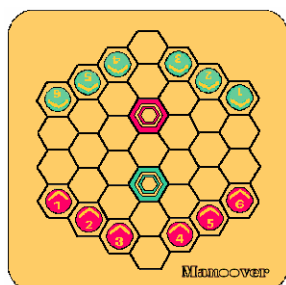
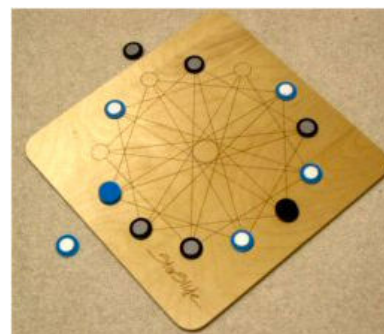
LEMMA™ On *Games* magazine's 1987 list of best games. Players invent and play out non-contradictory rules. Four other games, over 300 puzzles. 24" wood board, 48 acrylic disks, fabric pouch. 1-6 players, age 12-adult. **\$95**



***STAR™** Players seek to "own" edge spaces by filling or surrounding them. Unique scoring system favors connecting stones into the fewest separate groups. Central star is a bridge for both players. Other games, solitaires included. 280 marbles. For 2 players, ages 10 to adult.

Roll-up vinyl 17" game mat, felt bag, *Softpack*, **\$59**
Laser-engraved wood board, felt bag, *Deluxe*, **\$95**

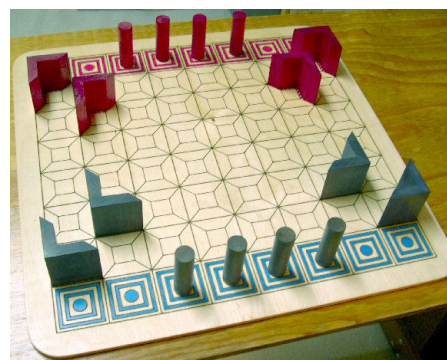
StarSlide™ A strategy game of galactic balance. Slide felted disks along a line to an open circle, shift open spaces. Or block moves through the center. Last player able to slide wins. Easier said than done, as every circle links four ways. Laser-engraved, handcrafted 14" board. 1-4 players, age 10-adult. **\$49**



MANOOVER™ *Games 100* list, 2008. Roll 3 dice, maneuver the numbered pieces to step or turn, then move all 6 in order. Get as many pieces as possible into your goal space, by moving or pushing. Convolved interplay of pieces on hex grid of 11½" board. For 1 or 2 players, age 10-adult. **\$45**

Manoover Plus (not shown) 17" board, 8 pieces/4 octahedral dice for two players, 3-player/color version on reverse. **\$95**

TELEPORTERS™ *Games 100* list, 2006. Brilliantly original game mechanics by Manuel Garcia. Four "travelers" cross the board, hitching rides in mobile teleports or warping across boundaries. Handcrafted, handpainted. Laser-engraved 18" wood board, 8 maple "ports," 8 wood poles. For two players, age 10-adult. **\$150**

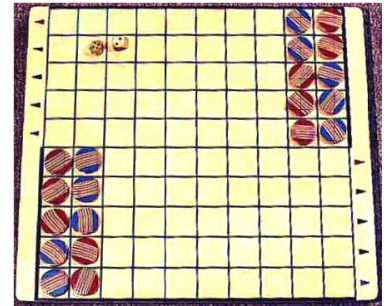


Beautiful Abstract Strategy Games

TRANSCOPE™ *No. 1 strategy game of 1997-98.* Be first to bear off 8 checkers, but watch out — pieces may switch places! Seven other games. 1-2 players, age 8-adult. 15½x18" board, fabric bags, 2 dice:

Handcrafted wood board, 18 hardwood checkers, \$165

Black-gray inlaid acrylic, red and blue accents, \$125



THE GAME OF Y™ *No. 1 strategy game of 1995.* Deep and subtle, with the simplest of rules: place one stone per turn, link 3 sides of board with your color. No draws! Six other games. Handcrafted 15" wood board, black and white go stones, fabric bag. 1-2 players, age 10-adult. \$75

Also as travel set with roll-up vinyl mat, \$45

OCTILES® *Twice on Games 100 list!* 18 all-different maple tiles join paths as moveable maze. 1 to 4 players, age 10-adult. *Classic vinyl mat, \$125*

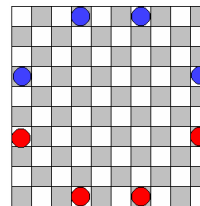
Deluxe engraved wood board, \$125



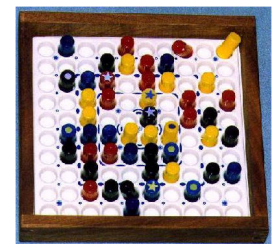
AMAZONS™ A superb concept: Your "amazons" move like chess queens, shoot arrows to enclose opponents. 12" paper grid, acrylic pieces. Two players, age 8-up.

Also plays on Transpose board, above.

\$12



QUANTUM™ A *Games 100* selection, 1985-86. Unique random-start positions. Two games: link opposite sides, or capture 4 central cups. Woodframed 10½" board, reversible pawns. 2-4 players, 10-adult. \$39



FOX BLOX™ Roll 4 alphabet cubes, use as initials of words that form rhymes. Highly creative and cooperative. 1-6 players, 8-adult.

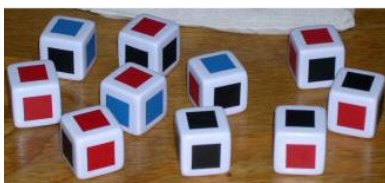
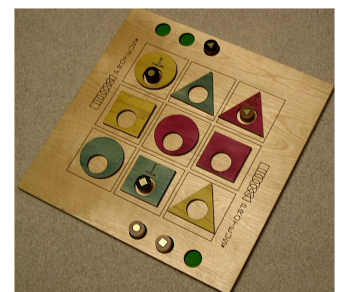
\$18



PROTEUS® On *Omni's* best games list, 1983. Rule-changing meta-game: 9 maple tiles control how to move, trade or win. 2 players, 12-adult.

16" wood board, fabric satchel, *Deluxe, \$95*

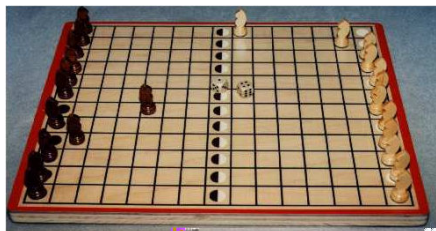
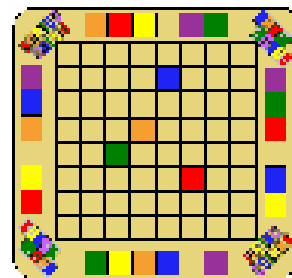
Roll-up vinyl, drawstring pouch, *Softpack, \$65*



THROW A FIT™ Ten all-different 3-color dice. Tricky color puzzles (some in 3-D), point-scoring game of rolling the "fitting" color. Jumbo white plastic dice in drawstring pouch. For 1-6 players, all ages. \$25

COLORMAZE™/FLYING COLORS™ On *Games 100* list, 2002. Hundreds of games and puzzles with color squares. Acrylic tiles, bags of stones, 2 rulebooks, deck of maze cards. 1-4 players, 8-adult.

18" classic roll-up black vinyl mat, \$65
18" engraved, handpainted wood board, \$75



GALLOP™ On *Games 100* list, 2002. Get 5 pieces into your opponent's end zone, elude capture. Four other games, many puzzles. 13x17" board, dice, fabric cover. 1-2 players, age 8-adult.

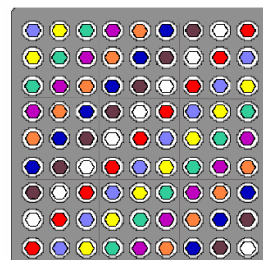
Acrylic with wood pawns, \$85
Deluxe wood with horses, \$135

MEGALLO™ *Games 100* list, 1998. Goal: Place game chips on 4 clear Lucite plates of the 3-D "cube," form a winning position. Bonus points on numbers. 3 variations. 2 players, age 10-adult. "Megallo" is a trademark of Telly Courialis. \$25



VOID™ Single/double arrows direct moves. Five quick games, knight's move and loop puzzles. For 1 or 2 players, 8-adult. 8" wood board (shown), \$49

8½" vinyl mat, wood pieces, \$29



PSEUDO-COUP™ 9x9 grid with 9 colors, original strategy games for 2-9 players, plus colorful substitute for sudoku numbers—skip pencil and eraser. 2 pawns, 11" tray, \$49

NANOFICTIONARY™ from *Looney Labs*. Character, plot, setting, problem, and resolution cards weave a tiny tale. Super! 3-6 players. *Out of print; while our supply lasts,* \$25
"Nanofictionary" is a trademark of Looney Laboratories.



SEVEN DRAGONS™ from *Looney Labs*. Gorgeous artwork on playing cards. To win, combine 7 panels of your dragon color. Strategy, bluffing, surprises. 2-5 players, 6-adult. \$16



IMAGO™ *Out of print, while they last!* 10½" dimpled wood board, 32 semi-precious stones, 11 colors. Goal: remove pieces, form a substitute of colors still on board, collect stones for points. 2 players, 10 to adult. \$95

"Imago" is a trademark of Das Spiel. Invented by Anatol Holt.

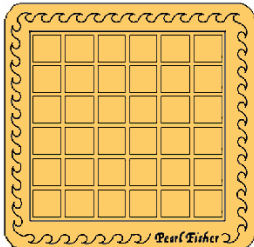
BATALO® from *Scott Harmon*. On *Games 100* list, 1992-1993. A delicate balance of power on 12" roll-up game mat. Try to occupy opponent's base. For 2 players, age 8-adult. \$29

"Batalo" is a registered trademark of its manufacturer, Harmony Games, Inc.



More strategy games

GEMSTONES™ *Games 100 runner-up, abstract strategy games, 2008.* Harvest gems from mines, score points for best assortment of 6 colors. Instead of turns, nominate the next player. Board layout can change. For 1-5 players, age 8-adult. **\$59**



PEARL FISHER™ *Games 100, family games 2009.* Strategy plus memory: cover pearls with shells, find right hidden colors as shells and pearls move. Board flips to hex grid. 3 games, 3 solitaires. 1-3 players, age 10-adult. **\$65**

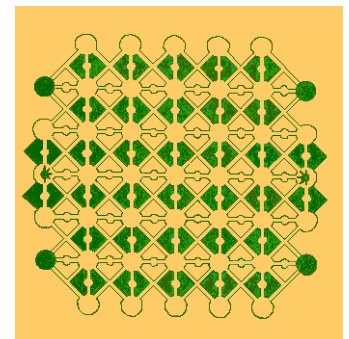
FLUXX™ *from Looney Labs.* A perfectly simple card game with ever-changing rules, tons of laughs. We have all these versions for 2-6 players, age 8-adult.

"Fluxx" is a trademark of Looney Laboratories. Invented by Andy Looney.

- Pirate Fluxx, 100 cards, **\$16**
- Martian Fluxx, 100 cards, **\$16**
- Monty Python Fluxx, 100 cards, **\$20**
- Version 4.0 in new larger box, **\$16**
- Star Fluxx, 100 cards, **\$16**
- EcoFluxx (environmentally themed), **\$16**
- Fluxx Español (56 cards, in Spanish), **\$12**
- Family Fluxx (56 cards, for age 6 up), **\$12**



SCOOZIE™ *Out of print, while they last!* Football simulation game of running and passing plays on intricate network of spaces and route-ways. Handcrafted 16" wood board, 22 sculpted pieces, fabric cover. For 2 players, 12-adult. *Scoozie* is the trademark of the estate of Rich Maiers. **\$95**



Six by Six™ A veritable game room on one 14" handcrafted wood board: two sets of pieces, 3 rule books, 33 different games, many diverse solitaires. **Leap** and **Take A Number** play with 36 numbered checkers. **Reveal** and **Hmm...** use 24 finest-quality handcrafted disks. For 1-4 players, ages 8-adult. **\$125**

Still available separately:

LEAP® on 8" vinyl grid, 36 reversible numbered acrylic checkers, the Leap handbook. All these are also part of the Six-by-Six set above. **\$21**



A+D+D+D (pronounced "add")

2-player game. Add numbers on dice to fill your desired space on the numbered gamebag, get 3, 4 or 5 pieces in a row to score points. 7-adult. **\$12**