

ANAKONDA

A strategy game for 2 players - ages 8 and up.

Playing time: approx. 30 minutes.

Contents:

- 1 wooden board (this game makes no use of the red dots painted on the board)
- 14 light colored balls
- 14 dark colored balls

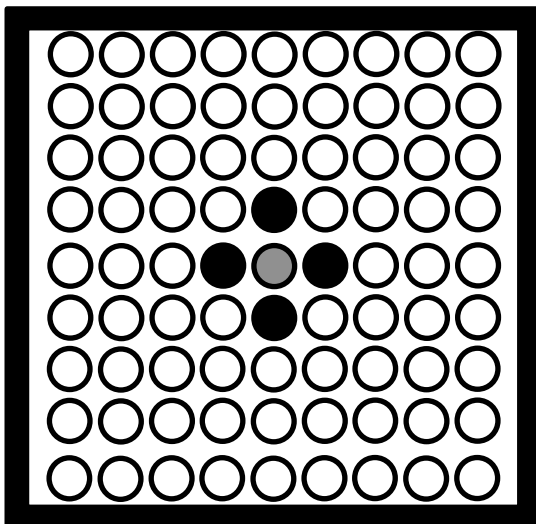
Object:

To be the first player to trap at least one of the opponent's pieces.

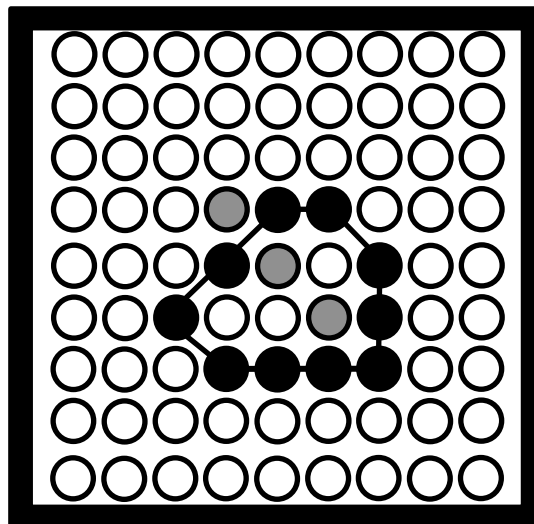
The smallest possible trap involves surrounding an opponent's piece at its four corners (see fig. 1).

A larger trap can involve a sequence of pieces surrounding one or more of the opponent's pieces.

The pieces must form an uninterrupted chain- vertically, horizontally, and/or diagonally around the opponent (fig. 2).



Sketch # 1



Sketch # 2

Setup:

Players sit at opposite sides of the board. Each player picks a color (light or dark). Players decide who goes first.

Play:

This game has two phases- phase 1 involves placing the pieces onto the board. Phase 2 involves moving the pieces around on the board. Please note - the game can end during the first phase, without having to enter the second phase.

Phase 1-

Players take turns placing their pieces onto the board, two pieces at a time, while trying to trap at least one of the opponent's pieces.

Both players must place their first two pieces within the central square of the board. After their first turn, players may place pieces anywhere on the board.

Phase 2-

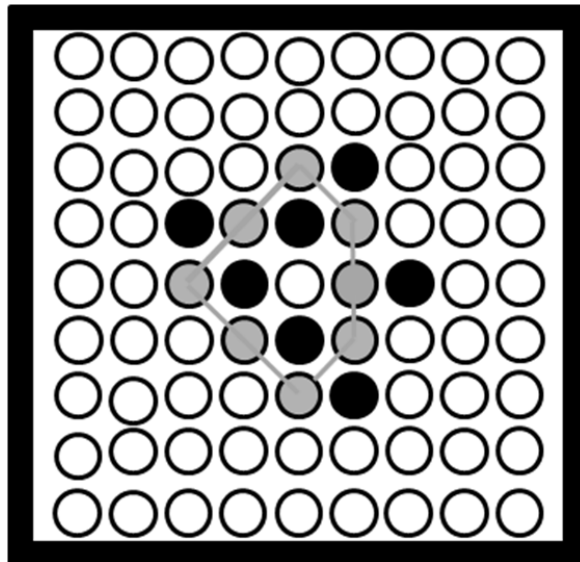
Only once all of the pieces have been placed on the board, players take turns moving their pieces, two at a time, across the board.

Pieces may be moved to any available space on the board.

Winning:

The winner is whoever succeeds in trapping one or more of their opponent's pieces.

A player wins even if there are some of their own pieces within the trap, in addition to the opponent's, and even if the opponent's trapped piece is connected to more of their pieces outside of the player's trap.



תורה GAYA
The Art of Thinking

Tov Shop

BLOCKAIDTM

A strategy game for 2 players, ages 8 and up.

Playing time: approx. 30 minutes.

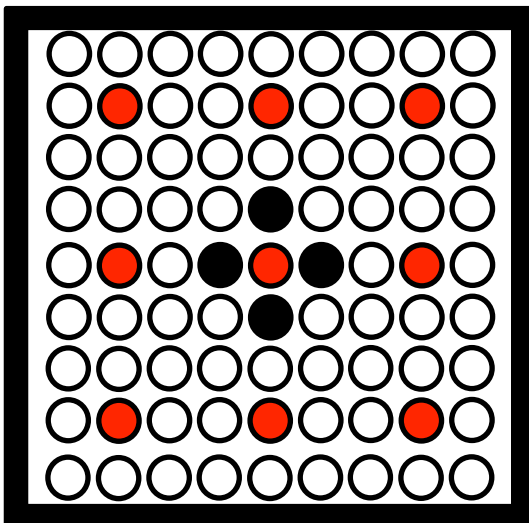
Contents:

- 1 wooden board
- 20 light colored balls
- 20 dark colored balls

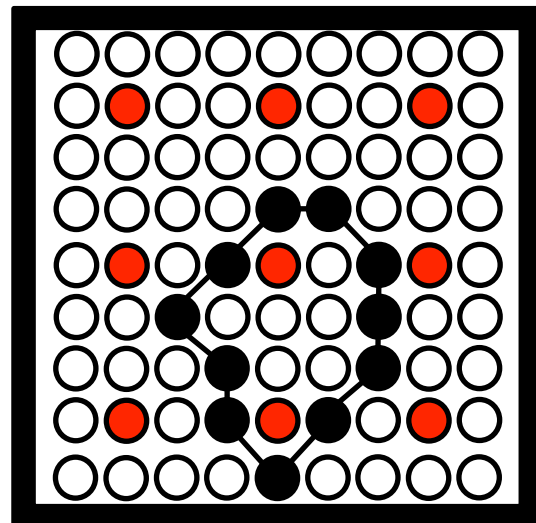
Object:

To be the first player to trap at least one of the red dots painted on the board using their pieces. The smallest possible trap involves surrounding a red dot at its four corners with pieces (see fig. 1).

A larger trap can involve a sequence of pieces surrounding one or more of the red dots. The pieces must form an uninterrupted chain- vertically, horizontally, and/or diagonally around the dots (fig. 2).



Sketch # 1



Sketch # 2

Setup:

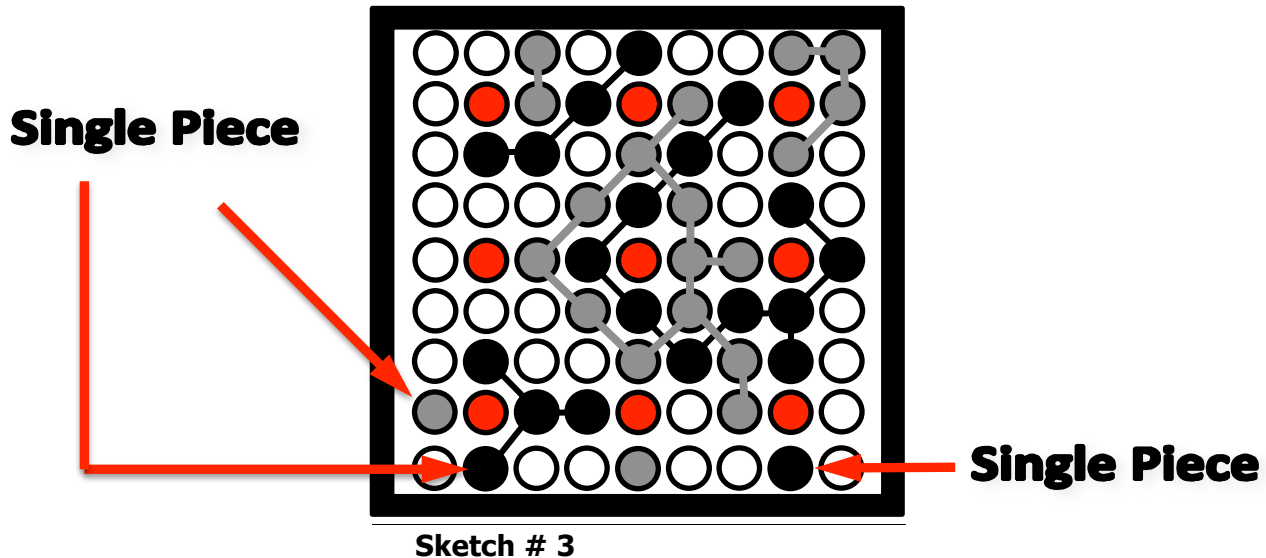
Players sit at opposite sides of the board. Each player picks a color (light or dark). Players decide who goes first.

Play:

This game has two phases- phase 1 involves placing the pieces onto the board. Phase 2 involves moving the pieces around on the board. Please note - the game can end during the first phase, without having to enter the second.

Phase 1 –

Players take turns placing their pieces onto the board, one piece at a time, while trying to trap at least one of the red dots. Once all of the pieces are placed on the board, any single pieces are removed. A single piece is a piece which isn't connected to another piece of the same color, either vertically, horizontally or diagonally (fig. 3). Single pieces, once removed, are out of the game.



Phase 2 –

Players take turns moving their pieces, one piece at a time, across the board. Pieces may be moved to any available space on the board, but they must never become single pieces- they must always connect to at least one other piece of the same color. In addition, a piece may not be moved if moving it leaves one of the player's pieces single.

Winning:

The winner is whoever succeeds in trapping one or more of the red dots.

A player wins even if there are opponent's pieces surrounded by the chain, in addition to the red dots.

Good luck!

תורה GAYA
The Art of Thinking

Tov Shop

Game invented by Prof. Sam S. Rakover University of Haifa.

www.TovShop.be - info@TovShop.be

BULLDOG™

A strategy game for 2 players, ages 8 and up.

Playing time: approx. 15 minutes.

This game has a surprise finish- pay careful attention to who the winner is!

Contents:

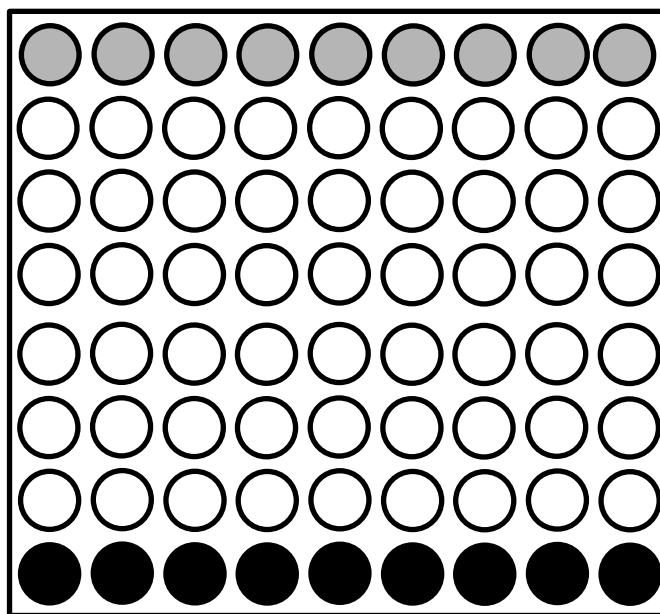
- 1 wooden board (this game makes no use of the red dots painted on the board)
- 9 light colored balls
- 9 dark colored balls

Object:

To be the first player to move all of their pieces to the opposite side of the board.

Setup:

Players sit at opposite sides of the board. Each player picks a color (light or dark) and arranges all of their 9 pieces on the row closest to them.



Play:

Players decide who goes first.

In each turn, the player moves one step forward to an open space.

Players may only move forward (moving to the side or backwards is not permitted), and players must move on their turn.

When a light and a dark colored piece meet, the next player to move jumps over the opponent's piece and takes it out of the game ("eating"). Eating is done by jumping forward over the opponent's piece to an available space, not diagonally like in checkers.

When a player has the opportunity to eat the opponent's piece, they must do so. However, once they have eaten a piece, that player may not eat any more of the opponent's pieces for the next 2 turns, even if they have the opportunity to do so.

Winning:

The game ends when one of the players has succeeded in moving all of their remaining pieces to the opposite side of the board. The player who is the first to do so is the winner.

Note:

The winner is not necessarily the player who remains with more of their pieces on the board than the opponent. The winner may even be left with only one piece on the board- as long as that piece gets to the opposite side of the board, that player is the winner.

Good Luck!



CHANGING FOUR

Play it as a single player challenge, or as a race with other players!

Contents:

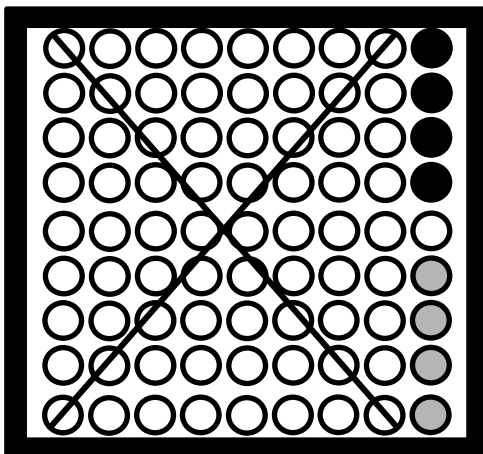
- 1 wooden board (this game makes no use of the red dots painted on the board)
- 4 light colored balls per player
- 4 dark colored balls per player

Object:

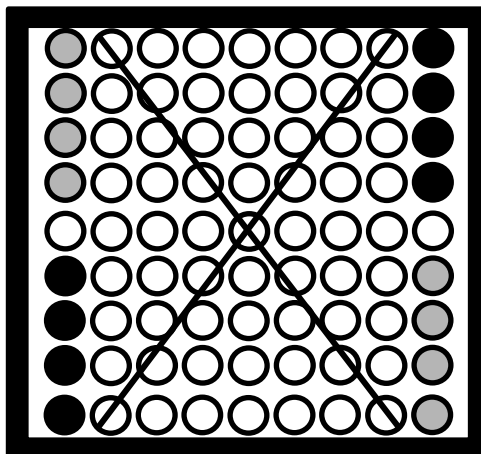
To switch places between the four light balls and the four dark balls.

Setup:

Form a horizontal line in front of the player(s) made up of 4 light balls and 4 dark balls in a row, with one empty space separating the two colors.



Single game



Double Game

Play:

Balls may be moved one space at a time.

A ball may skip over a single ball to an available space next to it.

Balls may only move "forward"- they may not move back in the direction they came from.

Good Luck!

גאיה GAYA
The Art of Thinking

Tov Shop

www.TovShop.be - info@TovShop.be

CHANGING PLACES

A single player challenge.

Contents:

- 1 wooden board (this game makes no use of the red dots painted on the board)
- 2 light colored balls
- 2 dark colored balls

Object:

To switch places between the pairs of colored balls.

Setup:

Place one light colored ball in each of the top two corners of the central square on the board.

Place one dark colored ball in each of the bottom two corners of the central square, directly opposite the light colored balls.

Play:

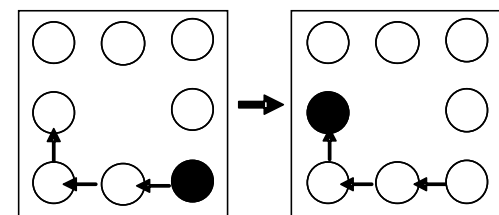
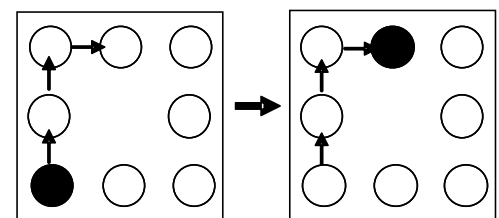
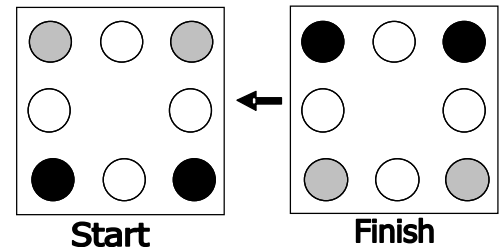
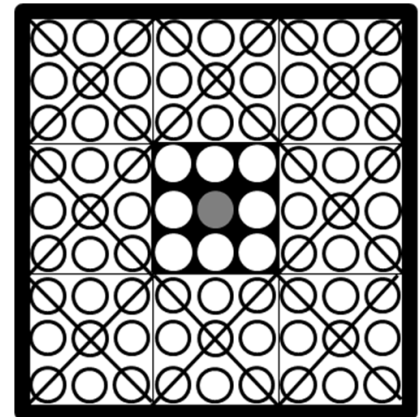
Balls may be moved only within the central square of the board, and may never land on the space in the middle of the square.

Balls are moved like knights in chess only- by moving forward two spaces and then one space to the left or right.

Any color may be moved at any time.

Did you manage? See if you can figure out the smallest possible number of moves to achieve the goal.

Good Luck!



CHINESE CHECKERS

A strategy game for 2 players, ages 8 and up.

Playing time: approx. 30 minutes.

Contents:

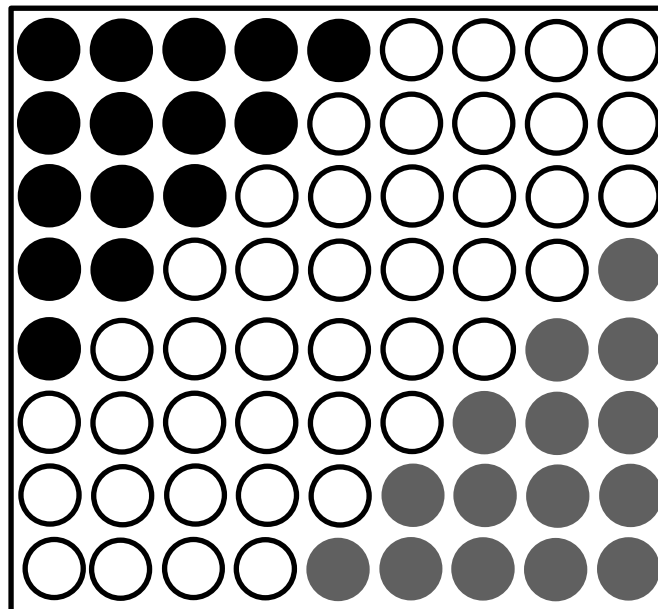
- 1 wooden board (this game makes no use of the red dots painted on the board)
- 15 light colored balls
- 15 dark colored balls

Object:

To be the first player to move all of their colored pieces to the opposite side of the board.

Setup:

Players sit at opposite sides of the board. Each player picks a color (light or dark) and arranges all of their 15 pieces in a triangle in the corner of the board to their right, so that both players' pieces are at opposite corners of the board:



Play:

Each player move one piece per turn.

A piece may be moved to any empty space adjacent to it, in any direction. A piece may also "hop" over another, adjacent single piece (of either color) to an empty space.

A piece can "hop" over more than one piece (like in regular checkers)

A player may move with a single piece each turn, "hopping" on pieces as much as possible.

To advance quickly, it is possible to build "bridges".

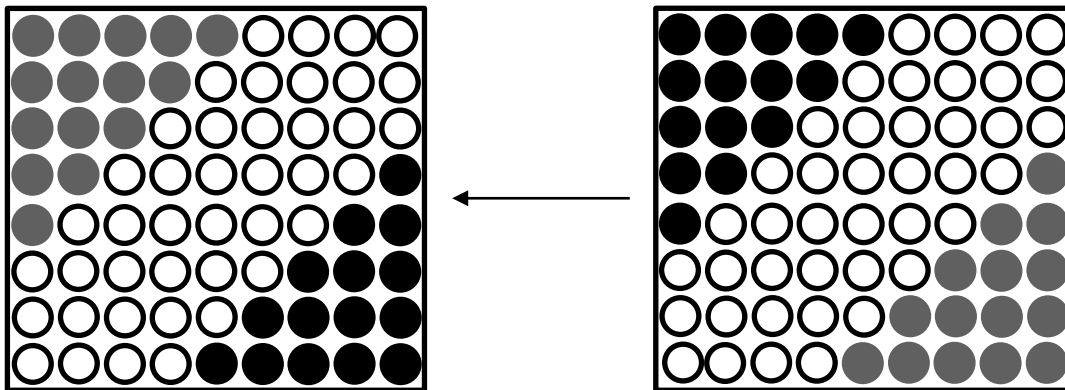
Bridges are formed by placing single pieces next to each other, with one space between each piece.

A player's piece may now hop over one of the pieces, landing in an empty space, and then immediately hops over the next piece to the next empty space, and so on (like in checkers).

Hopping over pieces this way in a single turn advances pieces faster.

Bridges do not have to be in a straight line, and may change directions.

Bridges can be formed of a player's pieces, the opponent's pieces, or a combination of both.



Good Luck!

תורה גאיה
GAYA
The Art of Thinking

Tov Shop

www.TovShop.be - info@TovShop.be

PAIR IN MINDTM

A strategy game for 4 players (two couples), ages 8 and up.

Playing time: approx. 30 minutes.

Contents:

- 1 wooden board (this game makes no use of the red dots painted on the board)
- 12 light colored balls
- 12 dark colored balls
- 2 Jokers

Object:

To be the first couple to create an uninterrupted line of their pieces from one side of the board to the other.

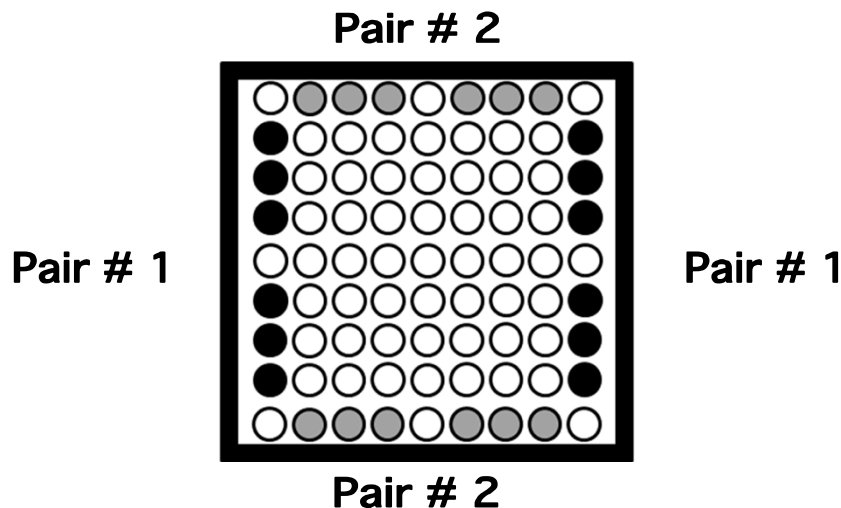
Setup:

Players divide into couples and sit at the four sides of the board, with couples sitting directly opposite each other.

Each couple chooses a color (light or dark) and divides the pieces between them- six pieces per player.

Each player now arranges their pieces in a horizontal line on the row closest to them on the board- three to the right and three to the left, with a single empty space between them (see diagram).

The two Jokers are placed at the side.



Play:

After deciding who goes first, playing order is clockwise. Couples are trying to create an uninterrupted line of their pieces between them (in the diagram, couple 1 must make a "left to right line", and couple 2 a "top to bottom" one).

In every turn, each player can move any one of their colored pieces- including their couple's pieces- in a straight line.

- Pieces may be moved left, right, forward or backward, as many spaces as desired, as long as there are no other pieces in the way.
- Pieces cannot skip over other pieces.
- Pieces cannot move diagonally.
- When a player moves a piece, their couple may not undo the move when it is their turn next. Players must wait for the whole round of turns to finish before a move may be reversed.

Jokers

The two extra balls are the Jokers of the game (2 red colored balls). At the beginning of the game they are placed aside. A couple may replace any one of their opponents' pieces with the Joker at any point in the game. The opponents' piece is then discarded and does not resume play, and the Joker is played instead, and is moved like any other piece. However, the Joker may be moved by any of the four players, and does not belong to any one couple.

Each couple only gets one chance to bring one Joker into play.

Jokers are optional - they do not have to be used in the game.

Winning:

The winning couple is the one that has managed to form an uninterrupted line of their own pieces (including any one of the Jokers) between them. Please note that the line does not have to be straight- as long as it is made up entirely of the couple's pieces, and they are connected to each other, it is considered a win.

Good Luck!



SOLITAIRE

A single player challenge.

Contents:

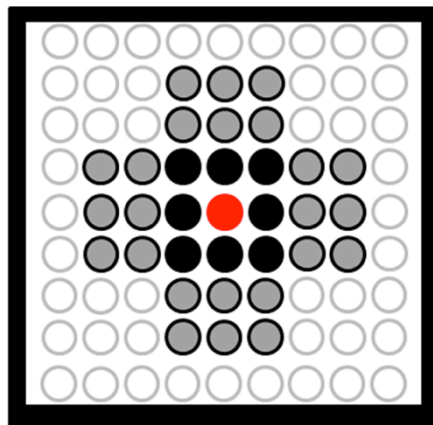
- 1 wooden board
- 33 wooden balls- colors do not matter

Object:

To remove all of the balls from the board except for a single one on the red dot in the center of the board.

Setup:

Place all of the pieces on the board according to the diagram below.



Play:

The game begins with all of the balls arranged on the board, leaving the red dot in the middle of the board an empty space.

Jump one ball over another ball to an adjacent empty space.

Balls may be jumped over either vertically or horizontally, not diagonally.

The ball that was jumped over is removed.

Continue in this fashion until you have reached the goal of a single ball in the center of the board, or until there is no way left for balls to jump over each other.

Note that the four corner squares of the board, as well as all of the spaces on the sides of the board, do not have pieces arranged on them at the beginning of the game, and therefore pieces may not reach them at any point during the game.

Good Luck!

תורה GAYA
The Art of Thinking

Tov Shop

www.TovShop.be - info@TovShop.be

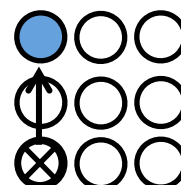
TABLUT

A strategy game for two players, ages 10 and up.

Playing time: can take up to 30 minutes

Contents of the game:

- Wooden game board (in this game only the middle red dot on the board has a meaning)
- 8 light balls
- 16 dark balls
- 1 joker (the King)



King arrive to one of the corners. white player wins.

Object:

The player who uses the light pieces needs to get the King (the joker piece, in the diagrams is indicated with an X) to one of the board's corners (in the diagrams indicated by a blue dot).

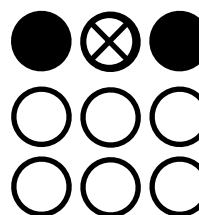
The light pieces are called "Defenders".

The player who uses the dark pieces needs to capture the King before he escapes to the corner.

This can be done in two ways:

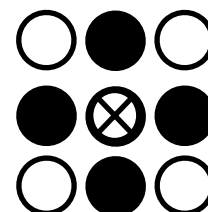
1. The easier version is by blocking the King between two of the dark pieces. This can be done anywhere on the board except for in the "palace".
2. The harder version is by blocking the King in between four black pieces. This can be done anywhere on the board including the palace.

Sketch #1



Black attack the King on both sides. Black player wins.

Sketch #2



Black attack King on four sides. Black player wins.

The dark pieces are called "Attackers".

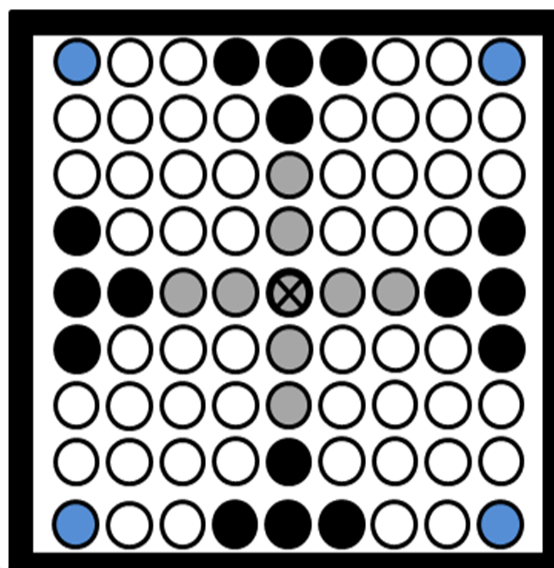
Preparations:

The pieces need to be placed on the board according to the diagram below.

The players decide who will be the Defender and who will be the Attacker.

The player who goes first is the one who is playing with the Defenders.

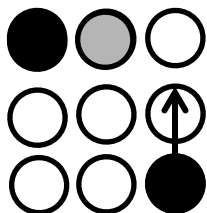
In the beginning of the game the king is in the palace. (the palace is the red dot in the center of the board)



Playing the game:

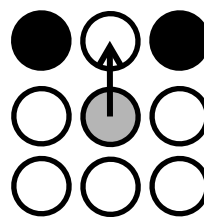
Each player, in his turn, chooses one piece to move with. You may move as many steps as you want in a straight line (vertical or horizontal) as long as you are not leaping over another piece.

The palace (the red dot in the center of the board) is a protected spot. Once the King steps out of it, no one, not even the king himself, can step in that spot.



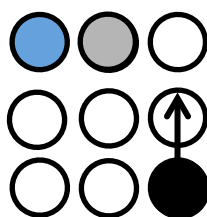
*Black attack white.
white Player leave
the game.*

If a player blocks his opponents' piece between two of his pieces, the piece that was blocked is removed from the game.



*White ball
safe.*

If a player blocks himself between two of his opponents' pieces his piece is protected. You cannot block diagonally.



*Black attack white.
white player leave
the game.*

Only the King is allowed to step into the corners of the board. But they are still considered the dark pieces territory. If a light piece is standing next to a corner, the dark piece can move into the slot next to it and block him even though he is only using one piece to make the block. The corner square acts as the second capturing piece.

The King is harder to capture because opposing pieces (Attackers) must surround him on all four sides or, if the King is at the edge of the board, on the 3 sides available. If this is achieved, the Attackers win the game.

Only the King is allowed into the corner squares – and, of course, with such a move the game is won by the Defenders.

You may not threaten the King in the same way more than twice consecutively. If you use the threat a third time (in a row) the move is no longer threatening and you will not be able to use that move in order to win.

This rule was made to make sure the game doesn't become repetitive and get stuck. Now you must use creative ways to try and win.

Good Luck!

תורה GAYA
The Art of Thinking

Tov Shop

THAI CHECKERS

A strategy game for 2 players, ages 8 and up.

Playing time: approx. 30 minutes.

Contents:

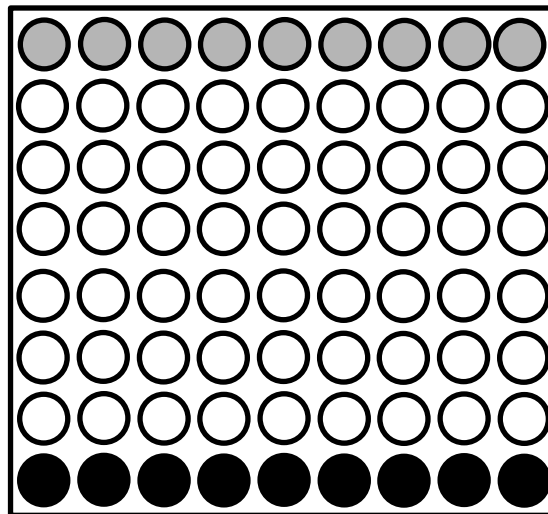
- 1 wooden board (this game makes no use of the red dots painted on the board)
- 9 light colored balls
- 9 dark colored balls

Object:

To remove the opponent's pieces.

Setup:

Players sit at opposite sides of the board. Each player picks a color (light or dark) and arranges all of their 9 pieces on the row closest to them.

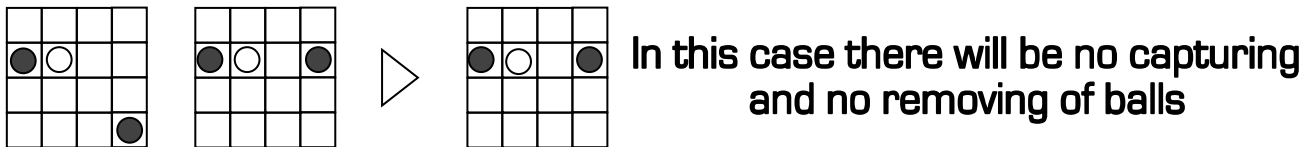
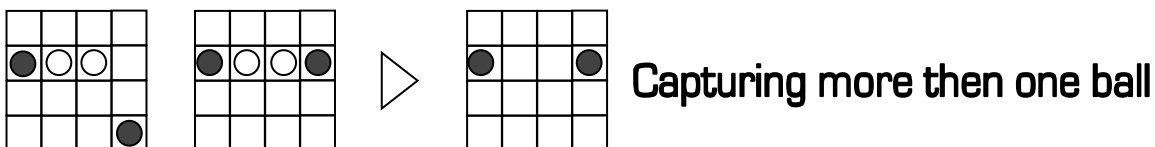
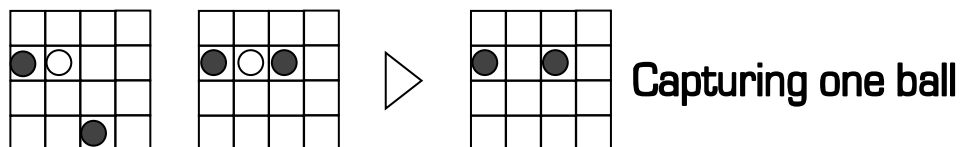


Play:

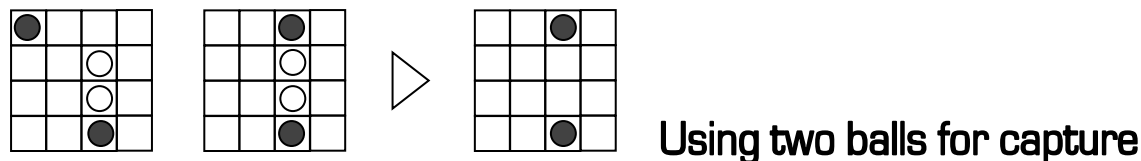
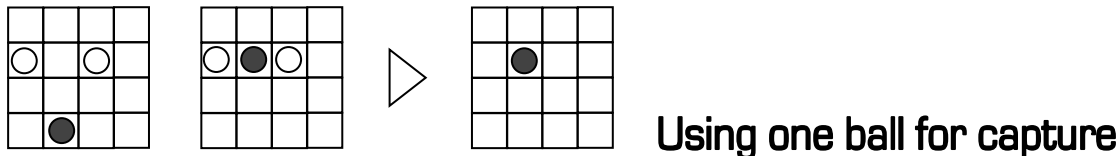
Players may move one of their pieces in each turn- forward, backward, left or right- not diagonally. Players may move as many spaces as desired, as long as it is in a straight, uninterrupted line. Players may not "skip" over any pieces, either their own or their opponent's.

Pieces may be removed in one of two ways:

- When one or more of the player's pieces are "trapped" between the opponent's pieces on both sides, all of the trapped pieces are removed.



- When a player's piece enters a single space between two of the opponent's pieces, the opponent's pieces are removed. If there is more than one of the opponent's pieces on each side of the space, the maximum equal number of pieces are removed. So, for example, if there were 4 pieces on the left of the space and 3 on the right, 3 pieces are removed from each side.



Pieces are always removed by the player who trapped them.

Winning:

The winner is the first player to remove all of their opponent's pieces, or to leave them with a single piece on the board, so that the opponent may not continue to trap pieces.

Good Luck!

THE MAGIC SQUARE

A single player challenge.

Contents:

- 1 wooden board (this game makes no use of the red dots painted on the board)
- 7 identical colored balls

Object:

To fill 7 of the 9 spaces in the central square with balls.

Play:

Balls may be placed and moved only within the central square of the board, and may never land on the space in the middle of the square.

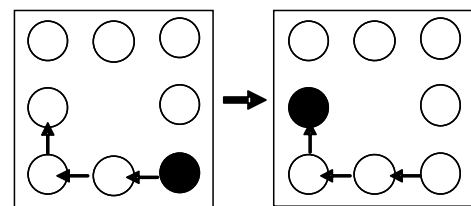
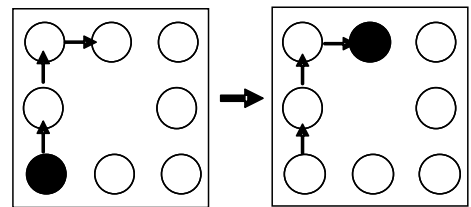
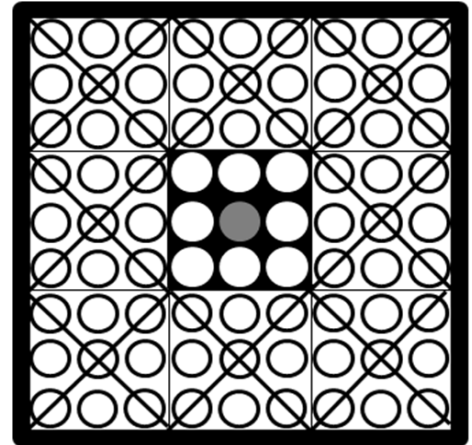
Each turn is comprised of two steps- placing the ball on the board, and moving it three times.

A ball may only be placed on an available space within the square.

Balls are moved like knights in chess only- by moving forward two spaces and then one space to the left or right, to an available space.

Once placed, balls must be moved three times in this fashion.

At the end of the turn, the ball stays where it is for the remainder of the game, and may not be moved again.



Good Luck!

תורה גאיה
GAYA
The Art of Thinking

Tov Shop

THREE SQUARE

A strategy game for two players, ages 7 and up.

Playing Time : The game can take up to 30 minutes.

Contents of the game:

- 1 Wooden game board (in this game there is no meaning to the red dots)
- 20 light balls
- 20 dark balls

Object:

To be the player who has made the most threes in a row, in the same way you do in "tick-tack-toe", only that here you are playing on nine boards at the same time.

Preparation:

Place the empty game board between the two players.
Each player gets 20 balls of the same colour.

Playing the game:

This game has two phases.

In the first phase you place the balls on the board. In the second phase you move the balls that are already on the board.

Sometimes the game can end before you reach the second phase of the game.

Phase 1 –

Each player in his turn places one of the balls on the board, wherever he chooses while trying to get three in a row (straight or diagonal) in one of the nine squares.

Once a player has made a three in a row in that square, the square is his.

Phase 2 –

After both players have placed all of their balls on the board and no one has won yet, the player start moving the balls from one square to the other in order to try and capture the remaining squares. You may move any ball you choose, to wherever you choose on the board, but it must be to a different square.

Make sure you do not brake a captured square, because you can the loose that square.

Once every square is captured the player who has captured more squares is the winner!

Good Luck!

