
gamepuzzles for the joy of thinking

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## for the joy of thinking ${ }^{\text {. }}$

FOR 44 YEARS, Kadon has been making people happy by creating and producing good and true and beautiful things with a few carefully selected and designed new releases each year. All are still in print and proudly made in Maryland, USA. Our game systems celebrate the Mind and honor the human capacity for solving problems and perceiving beauty. This catalog of our more than 250 recreational math and playable art products is a highly condensed listing. See them in great detail on www.gamepuzzles.com. Kadon's award-winning games are unique in all the world - they are treasured gifts, and the pleasure lasts. Order now. It's easy and convenient, by mail, phone, PayPal and online with our secure shopping cart.

QUINTILLIONS ${ }^{\circledR}$ - Our first and still our No. 1 product! Nine times on the Games 100 list of best games. Laser-cut, handpolished maple blocks are all the ways 5 cubes join in one layer. Play 5 games, build hundreds of 2-D and 3-D puzzles. For 1-4 players, age 8-adult.
\$85

## Recent and Coming Releases!



HEX-PAVE ${ }^{\text {TM }}$ - An enchanting family of hexagon permutations by Carl Hoff, these 15 tiles represent all the combinations of 1, 2 , and 3 units per side, yet all their angles are equal. They have amazing ways of forming groupings and patterns. Months of research tracked down all the solutions of this hexagon and the other 11 hexiamond siblings. Psst... only the hexagon can hold all 15 pieces. 11" tray, includes 3 games for 2 players. For ages 8 to adult.

MARCO SUPERNOVA ${ }^{\text {TM }}$ Polyhex Primer-Polyhexes are based on joining hexagons. They can form infinite
 combinations. Here the 18 shapes of 2 and 3 hexes in color pairs (left) make math and art into an adventure of discovery for sizes up to 73 units. Match or non-match colors, model shapes large and small. For ages 6 -adult.
\$72


ROBERT'S T PARTY ${ }^{\text {TM }}$ (left) - Invented by Robert Vermillion, the 28 tiles include four each of five heights of the letter T. They contain $4,5,6,7$, and 8 squares, each size a different color. They fill a $10 \times 14$ rectangle with hundreds of different designs, including surprising symmetries. Its workbook contains a wealth of activities plus twoplayer cooperative games. Great fun for age 6 to adult.
$\$ 49$

TANGLED TRIANGLES ${ }^{\text {TM }}$ (far right) - 50 triangles form countless kaleidoscopic patterns with 3 colors divided in 12-16-20 groups plus 2 accent pieces. Play original geometric strategy game for 2 to 4 players. In $8.5^{\prime \prime}$ square tray, with display easel. Your creativity makes it a constantly changing, beautiful work of art. For ages 6 -adult.


## Polyominoes and Polycubes

SUPER QUINTILLIONS ${ }^{\circledR}$ - Expansion set of 18 non-flat 5-cube pieces ("pentacubes"). Handcrafted to fit finely in every combination. Even more puzzles, larger game versions. For 1 to 6 players, age 10 to adult.

Super deluxe Quintillions ${ }^{\circledR}$-Our finest product! Combined QuintSuperquint set, handcrafted from a single piece of beautiful maple, in hardwood case with game mat and both booklets. For 1 to 6 players, age 12 to adult.
\$295
Pentomino necklace The 12 mini-quints in hand-crafted wood on gold-tone chain forms rectangle. Great conversation piece, \$49

QUINTACHEX ${ }^{\circledR}$ (far right)—Unique 13-piece hand-inlaid twosided checkered pentominoes in $81 / 2^{\prime \prime}$ tray. Laser-cut acrylic. Dozens of puzzles, 3 games. 1 to 4 players, skilled 12-adult. $\$ 95$
POCKET QUINTACHEX ${ }^{\circledR}$ - Die-cut rigid green vinyl in bag, $\$ 12$
PRETTY TILINGS ${ }^{\text {TM }}$ - Lasercut white acrylic in pouch, \$12
POLY-5 $5^{\mathrm{TM}}$ - All the shapes of 1 to 5 squares joined, in 6 " tray. Six games, hundreds of puzzles, game grid. For 1 to 4 players, age 8adult. Laser-cut acrylic, \$42
Deluxe hand-stained, hand-finished wood (far right),


LYN-JOY MARVEL ${ }^{\text {TM }}$ Polyomino Primer-Polyominoes join squares to form countless shapes. The tiles here are $1,2,3$, and 4 squares in size. The 6 color pairs hold 6 squares each, as $4+2$ and $3+3$. Challenges include framing, building, alphabets, doubling, tripling, and much more.. Vinyl $15 \times 15$ grid game mat, $6 \times 9$ tray. For $1-2$ players, age 6 -adult.

VEE-21TM - Hottest seller! Lucite V-trominoes, 7 each of 3 colors. Countless designs, from easy to very tough. $7^{\prime \prime}$ tray, with 44-page book. Age 4 to Ph.D., 1 to 3 players.

L-SIXTEEN ${ }^{\text {TM }}$ (far right) - 16 L-tetrominoes with every count of 0 to 4 holes. Easy to extremely hard. 4 luminous colors, $8^{1 / 21}$ tray. For 1 or 2 players, age 6 -adult.

POCKET VEES ${ }^{\text {TM }}-6$ red acrylic $V^{\prime}$ 's in bag, 1-2 players.
RHOMBI JR. ${ }^{\text {TM }}$ (far right)—Lucite polyrhombs sizes 1, 2, 3, 4, matched to Rhombiominoes. In parallelogram-shaped $6 \times 9^{\prime \prime}$ tray
 with booklet of many goals and game rules. For age 8-adult.

SEXTILLIONS ${ }^{\text {TM }}-36$ Lucite pieces include all shapes of 6 squares joined (hexominoes). Fits with Poly-5. 81/2" tray, game grid. Four games, many puzzles. 1 to 6 players, age 12-adult. \$65 Rusticana style with wood/acrylic tiles, hand-crafted wood frame suitable for hanging,
\$150

HEPTOMINOES - The 108 shapes of 7 squares joined. For only the most dedicated. Three translucent colors in $13 \times 18$ " acrylic tray, with easel and lid. No book. Fits Poly5 and Sextillions. By special order.
\$225
BLOCK BY BLOCK ${ }^{\text {TM }}$ (upper right) by ThinkFun, Inc. The very popular 7-piece Soma cube returns under this new name. Molded plastic, nice handling size. Deck of puzzle cards, great graphics. Age 8-adult.
\$12
FILL-AGREE ${ }^{\text {M }}$ - Polyomino sizes 2,3 and 4 ( 25 tiles) with all combinations of two holes, in 4 rich Lucite colors. Plane and layered challenges. $11^{1} / 2^{\prime \prime}$ tray, with easel. Age 10 to adult.

OCTOMINOES (far right)—The 369 acrylic shapes of 8 squares joined as 3 congruent rectangles in acrylic tray with lid, 23 " $x 47$ ". Please indicate 3 desired transparent colors. Allow 4 weeks to make. Teen-adult.
\$550 (+\$25 oversize shipping surcharge)

TEN-YEN ${ }^{\text {TM }}$ - A 10-piece subset of Poly-5 first made in 1950. Millions of challenges, new discoveries. Acrylic $51 / 2{ }^{1 \prime}$ tray, 3-color mix. 1-2 players, age 6 to adult.
\$32
POCKET PENTOMINOES ${ }^{\text {TM }}$ - In pouch, leaflet of cool designs, game grid. 12 acrylic pieces, $1 / 2$ " unit squares. For 1 or 2 players, 6 -adult.


FRACTURED FIVES $^{\text {TM }}$ - 5 wood blocks, 2-sided, match edges in 12 shapes. 2 themes: entwined ropes or partitioned pentominoes. Hard! \$49

CHUNKY-OCTS ${ }^{\text {TM }}$ - The 20 octominoes with $2 \times 3$ patch, build hundreds of patterns, play 2 games. Colors show shape categories. Color mix may vary. Hundreds of challenges. 8.5" tray. For 1-5 players, age 10-adult. \$65

RHOMBIOMINOES ${ }^{\circledR}$ - 20 pentarhombs form a $10 \times 10$ rhombus and many other shapes. All-acrylic, 3 colors in $10 " x 18$ " tray, with easel. For 1-4 players, 12-adult.
\$72
SHARDINAIRES-9 ${ }^{\text {TM }}$ (far right) -9 odd shapes can form pentominoes and tetrominoes and many other figures. Created by George Sicherman. Black acrylic in pouch, velour game mat. For 1-2 players, ages 10-adult.

TURNTABLE FOR 3-D PLAY (not shown) -12" wood octagon, leather-like vinyl pad, smooth swivel,
\$45
HEXACUBE ${ }^{\text {TM }}$ The 166 shapes of 6 cubes joined, arranged as a $10 \times 10 \times 10$ cube in a hinged fold-up wood treasure chest. Sized to Quintillions, all handcrafted hardwood. Please allow at least 6 months.
\$1295

## The Pentagon Universe

Tilings with pentagons and related polygons that share their angle sizes $\left(36^{\circ}-72^{\circ}-108^{\circ}\right)$ have long been subjects for playful and serious inquiry. The fewest number of different shapes known to fill the plane non-periodically was, until 2023, two: the Penrose pairs below. The third pair, two triangles, are the basic elements in any pentagon-based tiling and can form every shape therein. All exhibit "golden ratio" properties. In 2023 the single tile, "oneSTone" (ein-stein) was discovered by David Smith and team. Their name for it: Spectre. See next page. Our sets are all lasercut acrylic.

Penrose "Kites \& Darts" (Games 100 list, 2005) form non-periodic symmetries to infinity. 5 colors. Sold also in pods: 5 kites, 3 darts. $\$ 6$ per pod. For 1-5 players.

20-pod Starter Set, 4 pods per color,
40-pod Master Set with game mat,

Penrose Diamonds (far right) - Thick and thin diamonds do nonperiodic tilings plus kaleidoscopic variations. 5 colors. Each pod: 5 thick, 3 thin diamonds. $\$ 6$ per pod.

20-pod Starter Set, 4 pods per color,
50-pod Development Set, 10 pods per color,
\$175

Pocket Star ${ }^{T M}$ - 15 kites, 10 darts form stars and other pentagonbased figures. 5 colors in velour pouch,
\$20

## Collidescape ${ }^{T M}$ - the two golden triangles

Form ever larger models of themselves, model any parts of pentagon tilings. Five colors. Each pod: 5 wide, 3 tall.
$25-$ pod Starter Set, 5 pods per color,
\$85
55 -pod Expansion Set, 11 pods per color,
\$175

PUZZLING PENTAGON ${ }^{\text {TM }}$ - Four sizes of the two "golden triangles" in 4 colors form a pentagon with no two of same color touching; build stars and much more. In pouch. Age 10- adult. \$25

PENTAROSE ${ }^{\text {TM }}$ - Pentagons and sections of stars, based on prototiles discovered by Sir Roger Penrose during research into non-periodic tilings. Four luminous colors, 11" round tray with easel. Many challenges for age 12-adult.
\$72
Developed and made by Kadon under exclusive license from Pentaplex Ltd., Brighouse, UK.

ARC ANGLES ${ }^{\text {TM }}-25$ curved tiles with all-different lines match to form circles and closed loops. With 4 little bamboo screens to hide tiles during game. For 14 players, age 8 to adult.


DEKA-STAR ${ }^{\text {TM }}$ (far right) -20 thin and 20 wide rhombs form countless pretty patterns. Four-color mix in 7" decagon tray. Delightful. Age 6 to adult.

DEKA-MOSAIK ${ }^{\text {TM }}$ - Patterns with 15 pairs of golden triangles, 5 pentagons in 7" decagon tray. Four-color mix. Great fun for age 8 to adult.

PENTA-MOSAIK ${ }^{\text {TM }}$ (far right) - 10 each of long and short kites, 10 golden triangles can form periodic and non-periodic tilings with three colors in and out of 7 " tray, ages 8 to adult.
\$42
KITE-MOSAIK ${ }^{\text {TM }}$ - Most complex of the decagon trio. Four shapes - kites, darts, pairs of golden triangles - model five-fold symmetries and ascending sizes of kites. Four-color mix, 7" decagon tray. Age 10 to adult.
\$42
LA ORA STELO ${ }^{\text {TM }}$ - A golden triangles polyform set created by Jacques Ferroul: the 32 polyores of orders 1 through 3 form large series of sizes, shapes and patterns, ascending pentagons. 12" tray, with easel. 8 colors. For age 10 -adult.
\$72
Games Magazine's selection for Best Puzzle of the Year, 2010.


Fences for outlining La Ora Stelo constructions, 3 kits of interlocking tiles. Spectacular!


RHOM-ANTICS ${ }^{\text {TM }}$ - A majestic decagon floats in its 23" frame, made of 45 wide and 45 slender handinlaid rhombs ( $72^{\circ}$ and $36^{\circ}$ ), in all combinations of 3 frosted-mirror colors. Created by Ward Hollins. Edgematch them for glorious patterns. With lid and easel. Custom-made; choose your colors. A grand work of art, for avid puzzlers, teen to adult. \$495 (+\$15 versize shipping surcharge)

ONE-STONE ${ }^{\text {TM }}$-Found by mathematician David Smith in 2023, these single-shape 3 " tiles can fill the infinite plane with no holes, nonperiodic, yet form intricate symmetries. For ages 10 -adult. Starter set, 16 of each of 4 colors - black, white, gray, with red or blue.


## Edgematching Colors \& Shapes

Matching tiles of the same shape but with all-different edge markings goes back centuries. Dominoes are the classic example, containing all possible combinations of pip pairs. Jigsaw puzzles whose random-shape pieces must match cutouts and fit just one way are not of this family. Here's a huge collection of sets, mainly hand-inlaid bright acrylic, with thousands of solutions that form virtual artworks with each new matched design.

MULTIMATCH ${ }^{\circledR}$ I - Classic 3-color set of 24 all- different edge-colored tiles ("MacMahon squares"). Match hundreds of patterns; play several games. $1^{1 / 2} 2^{\prime \prime}$ tiles, $8^{1 / 2 "}$ tray. For 1 or 2 players, 6-adult.
\$65
MULTIMATCH ${ }^{\circledR}$ II (far right) - Unique 3-color set of 24 alldifferent corner-colored squares. Color-matching and design-making puzzles, several games. $1^{1} / 2^{\prime \prime}$ tiles, $8^{1 / 2 "}$ tray. 1-4 players, 8-adult.
\$65
MULTIMATCH ${ }^{\circledR}$ III - Classic 4-color set of 24 all-different edge-colored $11 / 2$ " tiles ("MacMahon triangles") first proposed in 1921. Match-by-color games and many puzzle designs. $8^{1 / 2} 2^{\prime \prime}$ hex tray. For 1 or 2 players, age 8 -adult. $\$ 65$

MULTIMATCH ${ }^{\circledR}$ IV (far right) - Unique 4 -color set of 24 alldifferent corner-colored triangles. Cool designs, several challenging games. $1^{1} / 2^{\prime \prime}$ tiles, in $8 \frac{1}{2 \prime \prime}$ hex tray. For 1 or 2 players, age 8-adult.
\$65


HEXMOZAIX ${ }^{\text {TM }}$ JR. - One of our most beloved puzzle sets! 24 little hexagon tiles with all combinations of four colors. Lots of designs, several games, optical illusions of cubes. In $7 \not 1 / 2^{\prime \prime}$ rounded triangular tray. For 1-4 players, age 8 -adult.
\$59


HEXMOZAIX ${ }^{\text {TM }}$ (left) - The 12 all-different $2^{1 ⁄ 2} 2^{\prime \prime}$ tiles are inlaid with 3 colors, form striking designs, play 2 fine games. For 1-4 players, age 8 -adult.
\$65

HEXMOZAIX ${ }^{\text {TM }}$ II -18 all-different tiles to add to your original Hexmozaix set. Elegant puzzles and games. For 1-6 players, age 10-adult.


SNOWFLAKE SQUARE ${ }^{\text {TM }}-16$ tessellated "square" tiles with alldifferent combinations of hearts and spaces fill the $5 \frac{1}{2} / 2^{\prime \prime}$ tray, form many snowflake-bordered figures. 3 colors join or separate. For 1
 to 2 players, age 8 -adult.
\$32

SNOWFLAKE SUPER SQUARE ${ }^{\text {TM }}$ - Tiles have all combinations of straight, convex and concave edges. Many puzzle challenges, 7 games. $8^{1 / 21}$ tray, game grid. 1 to 6 players, 12 -adult.


GRAND BOWTIES ${ }^{\text {TM }}$ (left) -24 cross-shaped tiles in four frosted and solid inlaid colors match in many clever ways, form fun and elegant shapes. Display in 11" tray with easel. For 1 to 4 players, ages 10 to adult.
\$98
LEAVES $^{\text {TM }}$ - 13 tessellated hexagons look like leaves, fit with colors joined or split. 10" tray with easel. For 1 or 2 players, age 8 to adult.
\$72


TRI-CHEX ${ }^{\text {TM }}$ - 53 unique, hand-inlaid tiles (right) make classic pattern of overlapping ovals, as in quilting. Each color can form its own checkerboard. Dramatic work of art, with easel. In 11x12" tray (left) with engraved grid lines. Color mix may vary. Three original games. For 1-4 players, age 12-adult. \$95


## More edgematching sets



FOUR ON A MATCH ${ }^{\text {TM }}$ (left) -9 tricky perforated tiles match or nonmatch. $5^{1 / 2} 2^{\prime \prime}$ tray. 1 or 2 players, 8 to adult.
\$29
MINIMATCH ${ }^{\text {TM }} \mathbf{I}$ and II (right) - 9 four-color squares in $5^{1} / 2$ " trays, match and non-match by sides or corners. Sweet little treats! For 1 or 2 players, age 8 -adult. $\$ 39$


MINITOUCH ${ }^{\text {TM }} \mathbf{I}$ (left) - by Elijah Allen. The 9 contoured squares in $51 / 2$ " tray are the "solve by touch" version of MiniMatch-I. Match cutouts, form intricate lattices. For 1-2 players, age 8 up.
\$29
DEZIGN-8 ${ }^{\text {TM }}$ (right) - Games 100 list, 2002. A most
 elegant concept: 64 square tiles with one, two, three or four exiting paths join to form groups of connected circuits and loops of enclosed spaces. 13" tray, easel and 4 bamboo hiding screens for games. 1-4 players, age 10 to adult
\$195


PUZZABILITIES ${ }^{\text {TM }}$ - from Y\&B Associates. The 256 die-cut triangular cardboard $2^{\prime \prime}$ tiles with girders and beams build 3D illusions. 1-8 players, age 10 up. \$29


COLOR UP ${ }^{\text {TM }}$ (left) - Games 100 list, 2003. Twenty edge- and corner-colored $\mathbf{1}^{112}$ " cubes: each with its own 3 of 6 colors. Games included. Limited first edition, in wood case, while they last. For 1-4 players, ages 6-adult.

MEMORIQ ${ }^{\text {TM }}$ (right) (say "Memory Cue") - 24 all-different inlaid hexagonal tiles in 4 colors match in intricate ways, a total joy. 11"
 tray plus easel. 1-2 players, 8-adult.
\$95
DIAMOND RAINBOW ${ }^{\text {TM }}$ (left) - The 24 diamond-shaped and 6 triangular tiles carry 6 rainbow colors in every pair combination, join to match their own shades or their rainbow neighbors for designs in and out of the $81 / 2^{\prime \prime}$ round tray. For 1 or 2 players, age 6 to adult.

DORIS ${ }^{\text {тм }}$ - Games Magazine's best puzzle for 2009. The 24 unique edgecolored octagonal tiles match in beautiful designs, play 2 strategy games. All acrylic in $14^{\prime \prime}$ display tray, with easel and vinyl game mat. Custom colors invited. For 1-2 players, age 8 to adult.
\$150


COOKIE JAR ${ }^{\text {TM }}$ (left) - by Michael Dowle, a British scientist. It's a tasty dish of 13 unique tiles, each with a different combination of 1 through 6 rounded triangles attached to the sides of a concavely curved hexagon. Their symmetry patterns are a visual delight and a solving triumph. Over 100 puzzle challenges plus two games, in and out of the $8 \frac{1}{2}$ " tray. For 1-3 players, ages 10-adult.

## Puzzles, Just Puzzles

INSTANT INSANITY ${ }^{\boldsymbol{T M}}$ - New edition of the classic 4-cube color puzzle: make all 4 sides show 4 colors.
"Instant Insanity" is a trademark of the estate of Frank Armbruster.
OSKAR'S DISKS ${ }^{\text {TM }}$ (far right) - Two 4" disks intertwine, like a 3D maze. Nicely crafted lasercut plywood. Ages 12-adult. \$35

PYRAMID PUZZLES - By special order only. Handcrafted wood on wood bases. Two sizes:
Kolossal Pyramid, 12 pieces, 56 balls, 47 solutions, 6" tall,
\$150
Surprising Pyramid, 4 pieces, 20 balls, 2 solutions, 5 " tall,
\$50


THE FOUR HORSES OF THE EPIC ELLIPSE ${ }^{\text {тм }}$-based on pieces in our Surprising Pyramid. Five balls turned into 5 hexagons (nicknamed "horses") form dozens of shapes with symmetries, enclosures, and cool figures. In pouch. For ages 6 to adult.

TINY TANS ${ }^{\text {TM }}-4$-piece mini-puzzles form many elusive shapes. Great little gifts. Three styles: Tantalizing T; Square and Fair; U Can Do It. 4½" size assembled. Age 6 to adult. Price per each:
Colorful acrylic, \$9


Handcrafted wood, \$14


Trio-in-a-Tray (far right), \$42
GRAND TANS ${ }^{\circledR}$ (right) - 7 finely crafted hardwood pieces (not tangrams) form 101 tricky figures. In drawstring pouch. For ages 8 to adult.
\$39
TWENTY-TANS ${ }^{\text {TM }}$ (left) - this lively set contains 4 "hands" of five pieces and can model dozens of shapes, even in double and quadruple sizes. For ages 6 to adult.


HANDY-TANS ${ }^{\text {TM }}-5$ tiles (one "hand") in pouch, dozens of shapes to solve,
\$12

CHASING SQUARES ${ }^{\text {TM }}-8$ triangles, 8 "sheds" form 1 to 26 traceable squares and other cool figures. $7^{\prime \prime}$ tray. For 1-2 players, age 8 to adult. $\$ 42$

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

ROLLING BLOCK MAZE by Erich Friedman. Tip and roll red cube from start to finish. Two other blocks move to support. Handcrafted wood, for age 10-adult.
\$75

HARRYBOURNE ${ }^{\top M}$ Shape Puzzler (far right) - 8 tiles, hundreds of shapes, convex, concave, symmetrical. Lasercut acrylic in velvet pouch, for age 6 -adult.


## Historical Games



## And games with a historical flavor

Lewis Carroll's CHESS WORDGAME ${ }^{\text {TM }}$ - 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. \$49


ESCAPE THE PLAGUE ${ }^{\text {TM }}$ - Fit 16 engraved wood squares as one maze path from inside to outside of wall. Store in coffin-shaped box. Other challenges and history of 1665 black plague in booklet. Age 8 up.


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


GAME OF SOLOMON ${ }^{\top M}$ 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
$\$ 49$
Solomon's Trinity ${ }^{\text {TM }}$-Designed for Jerusalem Puzzle Party, three deities compete to populate all the board spaces with moves and jumps. Any number can play. Printed card gameboard, 16 marbles, 3 wood deities. $\$ 29$


SIX DISKS ${ }^{\mathrm{TM}}-4^{4}$ black acrylic with handpainted numbers, 1 through 6 . Designs may vary. Play old and new puzzles and a 3D tic-tac-toe game. Now also in teddybear style (not shown). Too cute for words. Poses/colors may vary.Two vinyl roll-up grids, velvet pouch. 1-2 players, ages 6 up.

NINE MEN'S MORRIS/ FOX \& GEESE - Ancient games on two sides of handsome 12" wood board, black and white glass pieces. Morris: get 3 in line. Fox: trap the fox. Puzzles, too. Green felt slipcase. For 1-2 players, age 8-adult. \$65



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 and in BBC documentary. Our original contribution: adding 3 colors. Age 10 to adult.
\$42

TRICOLOR STOMACHION MONOGRAPH - This companion volume to the 2200-year-old Archimedes' Square puzzle documents six months of new research and analysis of all 1072 tricolor solutions, with complete catalog and a Concordance for cross-reference. Co-authored by Joe Marasco, Kate Jones, Alex Streif.

The Monograph alone, $\$ \mathbf{1 0 . 7 2}$
With purchase of the puzzle, \$5


TANGRAMION ${ }^{\text {TM }}$ - A happy fusion of Tangrams and Stomachion created by Serhiy Grabarchuk. Hundreds of shapes to solve, fanciful figures to build. Seven Lucite pieces fit in $7 \times 7^{\prime \prime}$ square in 10 ways. Age 8 to adult.


## THE ROYAL GAME OF THE GOOSE \& THE GAME OF THE LABYRINTH ${ }^{\text {™ }}$

(Left) Magnificently crafted two-sided 24 " framed octagonal wood game board, brass reinforced, with handle. Two authentic ancient games, the ancestors of all modern 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. For 2 to 8 players, all ages who can count.
(Oversize shipping, $\$ 10$ extra.)
\$195
(Right) On 24 " canvas banner, with 24 flat marbles ( 4 each of 6 colors), two wood dice, fabric pouch.
\$68


THE GAME OF THE DRAGON and HNEFATAFL A new classic, with adorable baby dragons instead of geese, by artist Kathryn Faye Weidig. Game pieces are 8 handcrafted pewter dragons astride beautiful colored marbles. On reverse, the ancient Viking game. 24" framed wood board, fabric bag.
(Oversize shipping, \$10 extra.)

# KaleidoMatrix ${ }^{\text {m }}$ gameboards 

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

END POINT ${ }^{\text {TM }}$ - On Games 100 list, No. 1 abstract strategy game, 2001. Created by Art Blumberg. Pieces alternately slide or jump on intertwining arcs to reach the end points of the opponent's side. Rules for 3 pure strategy games, solitaires. 24" laser-engraved, handcrafted wood board, felt cover, 15 reversible wood pieces per player. For 1 or 2 players, age 10 up.
\$95


## Left to right:

MORE OR LESS ${ }^{\text {™ }}$ - Complex 17" decagon grid has great, original strategy: you win if you control fewer than 7 or more than 18 pieces. Invented by Art Blumberg. Uses 25 reversible wood pieces. With felt cover. For 1 or 2 players, age 10-adult.

POWER OF TWO ${ }^{\text {TM }}$ - On Games 100 list, 1999. Win by getting all your pieces onto the intricately crisscrossed board, or by blocking all opponent pieces. Invented by Art Blumberg. 17" board with 64 nodes, felt cover, 32 wood pieces. Age 10 to adult.

OVER-PASS ${ }^{\top \mathrm{M}}$ - Also by Art Blumberg. 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 yours. Three games in all. For 10-adult, 1-4 players. \$65

TERNION FACTOR ${ }^{\mathrm{TM}}$ - A new game by Art Blumberg. A beautiful and innovative strategy board game where each turn is a triple-action adventure. Unlike any game you've ever seen, it lets you add, remove, move pieces as you choose your best combinations. Handcrafted $17^{\prime \prime}$ wood board; markers track your actions. Deliciously complex, a true gamer's game. For 1-4 players, ages 12-adult.

BRACE ${ }^{\text {TM }}$ 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. Brace by Alan Kross-Vinson. Four other games, solitaires. Includes Nine Men's Morris, one of oldest games known. For 1 to 2 players, age 10-adult.
Deluxe $24^{\prime \prime}$ wood board, 18 wood disks in pouch, felt cover, Reversible 24 "roll-up canvas tapestry, acrylic disks, fabric tube,


LEMMA ${ }^{\text {TM }}$ by Kate Jones. On Games magazine's 1987 list of best games. Players invent and play out non-contradictory rules. Four other games, over 300 puzzles. $24^{\prime \prime}$ hand-painted wood board, 48 wood disks, fabric pouch. For one to 6 players, age 12-adult.
\$125

*STAR ${ }^{\text {TM }}$ by Ea Ea. Players seek to "own" edge spaces by filling them or by 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 flat marbles. For 2 players, ages 10 to adult.Roll-up vinyl 17" game mat, felt bag, Softpack,\$65
Laser-engraved wood board, felt bag, Deluxe, \$95

StarSlide ${ }^{\text {TM }}$ - A strategy game of galactic balance by Kate Jones. 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. For 1 to 4 players, age 10 to adult.
\$65


MANOOVER ${ }^{\text {TM }}$ - Games 100 list, 2008.
Invented by Don O'Brien. 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. Convoluted interplay of pieces on hex grid of $11^{1} 2^{\prime \prime}$ board. For 1 or 2 players, age 10-adult.
\$49
Manoover Plus (right) - $17^{\prime \prime}$ board, 8 pieces $/ 4$ octahedral dice for two players, 3-player/color version on reverse.
$\$ 95$


TELEPORTERS ${ }^{\text {TM }}$ - 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.


## Beautiful Abstract Strategy Games

TRANSPOSE ${ }^{\text {TM }}-$ 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. $15^{1 ⁄ 2} \times 18^{\prime \prime}$ board, fabric bags, 2 dice:
Handcrafted wood board, 18 hardwood checkers,
\$175
Black-gray inlaid acrylic (not shown), red and blue accents,


THE GAME OF $\mathbf{Y}^{\text {TM }}$ - 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.
Travel set with roll-up vinyl mat, \$49

OCTILES ${ }^{\circledR}$ - 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, \$145

AMAZONS ${ }^{\text {TM }}$ - 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.


QUANTUM ${ }^{\text {TM }}$ - A Games 100 selection, 1985-86. Unique random-start positions. Two games: link opposite sides, or capture 4 central cups. Woodframed $10^{1 / 21}$ board, reversible pawns. For 2-4 players, 10-adult. Limited edition.


FOX BLOX ${ }^{\text {TM }}$ - Roll 4 alphabet cubes, use as initials of words that form rhymes. Highly creative and cooperative. 1-6 players, 8 -adult.
\$19


PROTEUS ${ }^{\circledR}$ - 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.

Deluxe 16" wood board, fabric satchel, \$95
Roll-up vinyl, drawstring pouch, Softpack, \$75



THROW A FIT ${ }^{\text {TM }}$ - 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.

COLORMAZE ${ }^{\text {TM }} /$ FLYING COLORS ${ }^{\text {TM }}$ - On Games 100 list, 2002. Hundreds of games and puzzles with color squares. Acrylic tiles, bags of pawns, 2 rulebooks, deck of maze cards. 1-4 players, 8 -adult.


GALLOP ${ }^{\text {TM }}$ - On Games 100 list, 2002. Get 5 pieces into your opponent's end zone, elude capture. Four other games, many puzzles. $13 \times 17^{\prime \prime}$ board, dice, fabric cover. 1-2 players, age 8-adult.

Acrylic with wood pawns, \$125
Deluxe wood with horses, \$135

VOID ${ }^{\text {TM }}$ (right) - Single/double arrows direct moves. Five
quick games, knight's move and loop puzzles. 1-2 players, age
8-adult.
Deluxe $8^{\prime \prime}$ handcrafted wood board (shown),
Travel set, $8^{1 / 2} 2^{\prime \prime}$ vinyl mat, wood pieces,


PSEUDO-COUP ${ }^{\text {TM }}$ (left) $-9 \times 9$ grid with 9 colors, original strategy games for 2-9 players, plus colorful substitute for Sudoku numbers. 2 pawns, 11" tray. For age 10 to adult. \$65


BATALO ${ }^{\circledR}$ 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.
"Batalo" is a registered trademark of its manufacturer, Harmony Games, Inc.


RUNNUROUND ${ }^{\text {TM }}$ by Joe Marasco. An intensely absorbing game of probabilities and smart guesses. How many "runs" of 3 consecutive numbers can you spot in a random scramble of 10 numbers? Bonus points for quick bids. Runs can "wrap around" forwards and back. Look sharp! Game variants and solitaires included. Handsome acrylic or wood, $6 \times 16^{\prime \prime}$ tray. For 1 to 4 players, age 8 -adult.


## More strategy games

GEMSTONES ${ }^{\text {TM }}$ - 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. Invented by P. R. Chase. For $1-5$ players, age 8 -adult. \$75



PEARL FISHER ${ }^{\text {TM }}$ - 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.

FLUXX $^{\text {TM }}$ 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.


- Pirate Fluxx, 100 cards,
- Monty Python Fluxx, 100 cards,
- Version 4.0 in new larger box, \$16


Six by Six ${ }^{\text {TM }}$ - 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, Whew, and Hmm... use 24 finest-quality handcrafted disks. 1-4 players, age 8-adult.
\$149

LEAP ${ }^{\circledR}-8^{\prime \prime}$ vinyl grid, 36 reversible numbered acrylic checkers, with Leap and Take a Number handbook.
\$39

$\mathbf{A}+\mathbf{D}+\mathbf{D}+\mathbf{D}^{\mathrm{TM}}$ (pronounced "add")
2-player strategy game. Add numbers on 5 dice to fill your desired space on the numbered, handpainted gamebag; get 3,4 or 5 pieces in a row to score points. Great travel game. Age 7 to adult.

LINEDANCE ${ }^{\text {TM }}$ - 16 large hexagonal tiles, each hand-inlaid with three different colors of paths. The tiles played onto the white vinyl game grid form the "board". For up to six players, each with three color-coded pawns, the "travelers". The strategy: your three travelers always use matching paths. Age 10-adult.


## Essential Polyforms

Polyforms: puzzle sets containing all the possible shapes of one or more of their basic building blocks. We have the world's largest collection of these fascinating math-based sets, in lasercut acrylic. They're infinite!

ROMBIX ${ }^{\circledR}$ Jr. - A bestseller! Just 4 shapes, each in 4 colors: single rhombs and pairs fill an octagon and many pretty patterns. $5^{1 / 2 "}$ tray. For 1 or 2 players, age 5 -adult.

ROMBIX ${ }^{\circledR}$ Games 100 selection, 1993. Four rhomb sizes paired form 16 tiles. Fill the $81 / 22^{\prime \prime}$ tray with many color themes, create elusive figures. 1-2 players, 12 -adult.
\$65
RAINBOW ROMBIX ${ }^{\circledR}$ (far right) - Six rhomb sizes in pairs form 36 tiles, fill the 24 -sided, $15^{\prime \prime}$ tray with awesome complexity. Easel included. Age 16-adult.
\$125

ROUNDOMINOES ${ }^{\circledR}$ - Shapes of 1, 2, 3 rounds and "bridges" fill the $5^{1} / 2^{\prime \prime}$ tray in countless ways. 1-2 players, age 7 to adult.
\$32
SUPER ROUNDOMINOES ${ }^{\circledR}$ (far right) -43 pieces of 1 to 4 "rounds" and "bridges" fill a 10x10 grid. Over 200 puzzles, six games. $81 / 2$ " tray, game grid. 1-6 players, age 12-adult. \$65

HEXNUT $^{\text {тм }}$ Jr. - Shapes of 1 to 4 hexagons in size, plus a selected quartet of fives. A gamut of puzzles, a nifty game for two players. 7 " tray. For age 8 -adult.
\$39
HEXNUT ${ }^{\text {тм }}$ (far right) - The full set of joined hexagons ("polyhexes") from 1 to 5 in size, in hexnut-shaped $8 \frac{1}{2} 2^{\prime \prime}$ tray. For 1 or 2 players, age 12 to adult. Rule book under construction.
\$65

TETRAPENTOS ${ }^{\mathrm{TM}}$ - Just 7 shapes of 4 and 5 triangles joined make hundreds of figures. $5^{\prime \prime}$ round tray. Age 7-adult.
Pocket Tetrapentos, 7 black pieces in pouch, \$12

Mini-IAMOND RING ${ }^{\text {тM }}$ - Nine pieces of 2-5 triangles in size fill the encircled pattern. Large variety of shapes outside the ring, too. $5^{1 / 21}$ tray. For 1 or 2 players, age 6 -adult.

IAMOND RING ${ }^{\text {TM }}$ (far right) - Shapes of equilateral triangles joined ("polyiamonds") of 1 to 7 units in size, in $8 \frac{1}{2}$ " hex-ring tray. Huge number of figures in large book. 1 to 4 players, age 12-adult.
\$65
IAMOND HEX ${ }^{\text {TM }}$ - The 12 hexiamonds alone in circular 5" tray. Extremely hard: 55 solutions in all, unique division or joining of colors. 1-3 players, age 16 -adult.
\$29



OCTIAMOND RING ${ }^{\text {TM }}$ (left) - 66 unique octiamond tiles (8 equilateral triangles joined) in $13^{1 / 2}$ " tray with see-through lid and easel. Center holds hexiamonds. Scaled to Iamond Ring. Choose your color. Teen-adult, no book.
\$225
HEXNUT ${ }^{\text {тм }} \mathbf{I I}$ (right) - 82 unique hexahexes ( 6 hexagons joined) in 16 " tray with lid and easel. Center window holds piece with hole. Teen to adult, no book.
\$225

TETRA-TRAY ${ }^{\text {тм }}-20$ tiles, 5 tetratans in 4 colors, form kaleidoscopic symmetries in $6^{\prime \prime}$ tray. Simply beautiful! \$25


TAN TRICKS ${ }^{\text {TM }} \mathbf{I}$ - "Polytans" (shapes of isosceles right triangles joined) sizes 1,2 and 4 , in $5^{1 / 2 \prime}$ tray.
TAN TRICKS ${ }^{\text {T }}$ II - Contains 4 tritans, 30 pentatans (polytans sizes 3 and 5) in $81 / 2^{\prime \prime}$ tray, fit with Tan Tricks I. Complex and challenging, for age 12 to adult.
Sold as Combo, both sets together, \$84


TAN TRICKS ${ }^{\text {TM }}$ III (far right) - The 107 hexatans plus 6 singles in $16^{\prime \prime}$ tray with lid and easel, fits Tan Tricks I/II. Only for hardiest solvers.
\$195
CHOOCHOOLOOPS ${ }^{\text {TM }}$ - A new kind of polyform-polybends-connects quarter arcs into 26 graceful curvy track segments that wind around 36 islands in the $8 \frac{1}{2} 2^{\prime \prime}$ tray with tricky connections. A surprise at every turn. For 1 or 2 players, age 8-adult.

STARHEX-ITM (far right) - 14 Lucite tiles of hexagons surrounded by triangles, $6^{\prime \prime}$ round tray, 5 colors. Created by Theo Geerinck. Many tricky challengess! For 1 or 2 players, ages 10 -adult.
\$35
STARHEX-IITM ( right) - 17 Lucite tiles of hexagons surrounded by triangles, $6 \times 7 \frac{1}{2} 2^{\prime \prime}$ oval tray, 4 colors. Created by Jacob Lettie. Deliciously difficult tasks! 1 or 2 players, ages 10 -adult.

STELOTM -12 pieces of 3 triangles in area (equilateral or isosceles) in $5^{1} / 2^{\prime \prime}$ tray. Subset of Poly-Spidrons pieces without spirals. Stelo is esperanto for "star". Form a galaxy of shapes. Age 10-adult.

HOPSCOTCH ${ }^{\text {m }}$ (far right) by Thomas Atkinson. Polyhops (shapes of squares offset by half a square) sizes 1 through 4 , in $13^{\prime \prime}$ barrel-shaped tray, with easel, pearlized colors. Games 100 list, 2014! 1-2 players, 12-adult.

POLYARCS ${ }^{\text {M }}$ by Henri Piccioto. A square cut with an arced side creates concave and convex segments. 5x7" tray holds the 29 polyarcs sizes 2 and 3 . Very hard, teen to adult.
\$39


## Tactile Graphics ${ }^{\text {m }}$

"Tactile graphics" are an original art form - the playable art of Kate Jones. To create beauty. Movable tiling sets in dramatic textures, colors and contrasts, such as lustrous and frosted acrylics and warm woods. Pleasure to the eye, the mind, the touch.


GRAND ROUNDOMINOES ${ }^{\circledR}$ (left) - 83 pieces of 1 through 5 circles joined, with 1 through 4 bridges plus ten quaint "doopers." All acrylic, $16^{\prime \prime}$ tray with lid and easel, 8 luminous see-through colors. For 1-6 players, age 12-adult.
\$225

TRIANGULE-8 ${ }^{\mathrm{TM}}$ (right) - The 20 tiles show the 19 triangulations of an octagon, each inlaid triangle with its own color by shape. Create an everchanging work of art. All- acrylic, $11^{1} 2 \times 14$ " tray. Custom color orders invited. With easel. Age 12 to adult.
\$195


QUADRANTS $^{\text {TM }}$ - Four colors zigzag across a field of 96 iridescent diamonds. 24 arrow-shaped tiles form many patterns. All-acrylic, $15^{1 ⁄ 2} 2 \times 18$ "black frame.Customcolororders invited. With easel. Age 12 to adult.
\$175

DAZZLE ${ }^{\text {TM }}$ (right) by Charles Butler. On Games 100 list, 2009. Its 30 patented tri-color tiles, dodecagons in lustrous frosted acrylic colors, match edges, score points. For 1-7 players, ages 10 to adult.
\$135


HEXMOZAIX ${ }^{\text {™ }}$ Gallery edition (left) - One of our classic sets, colormatched in 3 colors. Invented by Charles Butler. 15" black, white or gray frame with cover plate is ready to hang. Choose your custom colors for the twelve alldifferent inlaid hexagon tiles.
\$175
HEXMOZAIX ${ }^{\text {TM }}$ II Gallery edition (right) - The companion set to Hexmozaix, 18 new tiles, even more intricate. Request colors to match your Hexmozaix.
\$195



POLY-SPIDRONS ${ }^{\text {TM }}$ (left)—Stelo tiles plus "spidron" curved pieces based on the patented Spidron concept of Daniel Erdely, used by permission. Solve by omitting either of two pieces, park the extra one in the frame. Kite-shaped 12" tray. Age 12 to adult.
\$85


DUAL QUINTACHEX ${ }^{\circledR}$ (above right) - The undulating waves hide a secret: 24 five-celled tiles uniquely checkered with frosted colors. In 24" black tray. Many other patterns are possible. Easel or wall mount. Custom colors invited. For age 12-adult, 1 to 4 players.
\$395

TULIPS ${ }^{\text {TM }}$ (left) - The Spidron art of Daniel Erdely in Lucite colors, in $18 \frac{1}{2}$ " hexagonal tray with easel. An exquisite art piece with 210 tiles to arrange in swirling designs. Age 16 to adult.
\$295

WHIRLSPOOLS ${ }^{\text {TM }}$ (right) - A big, dramatic tessellation of spools by Chris Palmer, evoking M.C. Escher. Its structure is a tiling of hexagons, squares and triangles. Lucite colors in 24 " tray. With easel. (+\$15 oversize shipping surcharge)
\$295


TRI-JAZZ ${ }^{\text {TM }}$ - A spectacular set of 54 parallelogram-shaped tiles (27 left, 27 righthand tilts) with three inlaid triangles per tileequilateral, isosceles and right triangle - in every combination of 3 colors. Created by Ward Hollins. Playing with these slanted domino tiles is a gorgeous experience, as symmetries and color designs emerge. Endless patterns in and outside the 18" tray. You can request custom colors. With easel. For 1 or more players, age 12 to adult.
\$275

GRAND SNOWFLAKE ${ }^{\text {тм }}$ - This is the grandest of our Snowflakefamily of tessellations, with transformed squares with four kinds of edge contours-straight, hearts, spaces, and "twinkles" in five luminous colors. The seventy tiles are all different! In $15 \times 18^{\prime \prime}$ tray, with easel. A serious puzzle and a beautiful accent art piece, for ages 16 to adult.
\$155


## Tilings \& Designs



COMBINATORIX ${ }^{\text {Tм }}$ JR. - A subset from our large Combinatorix set, with 12 hexagons, 12 equilateral triangles, 18 squares and 12 half-squares in four colors. Make the most varied mosaic designs, in and outside the 12 " curved triangular acrylic tray. Painted wood tiles, $1^{\prime \prime}$ unit edges. The 40-page workbook is a miniature geometry lab. Great fun for ages 5 to adult.
\$49

COMBINATORIX ${ }^{\text {™ }}$ - From unity to complexity, how forms combine and grow. Tessellations and explorations, plus 17 games. A geometry lab for home or classroom: 512 wood tiles, $1^{\prime \prime}$ sides, $1 / 4^{\prime \prime}$ thick, in 4 shapes (squares, equilateral triangles, hexagons, isosceles right triangles). 3 workbooks, 3 vinyl game mats, wood chest, velvet cover. 1-27 players, age 6-adult. \$325
(+\$15 oversize shipping surcharge)
SHADOW PLAYтм (right) - 9 geometric tiles form many designs; develop and enjoy creativity. Black acrylic in pouch. Artistic fun for age 6 to adult.
\$12


BIRDS and BEES ${ }^{\text {TM }}$ - Invented by math professor Andy Liu. 28 tiles built of hexagons, squares and equilateral triangles: 7 symmetrical and 7 pairs as mirror twins. Three colors split 9-9-10 pieces. Workbook plus three actual-size printed grids provide a wealth of play by 1 and 2 players, ages 8 to adult. $\$ 42$


CUBITS ${ }^{\text {TM }}$ (left) - Mental challenge and visual delight: 16 unique pieces form over 100 cube-like patterns. Acrylic tiles are 1-3 diamonds joined, in 3 colors. $8^{1 / 2} 2^{\prime \prime}$ tray. For 1 or 2 players, ages 10 toadult.

Q-BIX ${ }^{\text {TM }}$ (right) - A masterful optical-illusion set of 15 tiles of 1,2 and 3 hexagons joined, inlaid with 3 colors defining cubes. Solve hundreds of pleasing figures. $11^{\prime \prime}$ tray, easel. For 1-2 players, age 10 -adult.
\$95


FRACTILES-7 ${ }^{\text {TM }}$ (left) - travel edition. The 96 magnetic rhomb tiles let you create fascinating symmetrical patterns, 3-D effects. Designed/made by Marc Pelletier and Beverly Johnson. Deluxe 8" steel play surface. For ages 6 to adult. \$27 "Fractiles-7" is a trademark of Fractiles, Inc.

RHOMBSTAR-7 ${ }^{\text {T }}$ - An 84-piece subset of Fractiles-7, lustrous Lucite in three colors, in $8{ }^{1 / 2} 2^{\prime \prime}$ tray. Explore 7 -fold symmetries. For one or more cooperative players, age 8 -adult.



OCHOMINOESTM (left) - One of our most versatile sets ever, 24 octagon dominoes with 0 to 6 squares attached let you make hundreds of lively, exquisitely beautiful designs, in and out of the $81 / 21$ tray. Explore amazing possibilities of symmetries, color separations and color matches. Six vivid, luminous colors. Find nicknames for the shapes, like the teddybear, the cat, mouse, and penguin. Created by Dan Klarskov, games by Kate Jones. For 1-4 players, ages 8-adult.

INTARSIA ${ }^{\text {TM }}$ (right) - On Games 100 list of best puzzles, 2009. Just two kinds of reversible trapezoidal acrylic tiles form billions of striking designs, playable art at its finest. Invented by Henrik Morast, developed by Kate Jones. Play 5 games of strategy. All acrylic, in 11" display frame. With easel. For 1-2 players, age 10-adult.


DIAMOND STAR ${ }^{\text {TM }}$ (left) - Game invented by John Ring, set developed by Kate Jones. The 23 hand-inlaid tiles in 5 shapes of up to 3 rhombs joined, in 3 colors, form awesome optical illusions: spot the 12 stars? All-acrylic, 11" tray, many puzzle challenges. 9 pawns in 3 colors each play the game, "Rhombomania". With easel. For 1-3 players, age 10-adult.

HEXDOMINOES ${ }^{\circledR}$ (right) - 21 hexagon pairs and 6 singles in every combination of 6 colors will surprise you with their versatility of color themes and the incredible beauty of their artistic patterns. All-acrylic, 11" tray with easel. For 1 to 5 players, age 6 -adult.


TRIANGOES ${ }^{\text {TM }}$ JR. (left) - Two-color subset of Triangoes, in $81 / 2^{\prime \prime}$ tray. The 17 acrylic pieces form vibrant puzzles, play 4 games. For 1 or 2 players, ages 8 to adult.

TRIANGOES ${ }^{\text {TM }}$ (right) - On 1988 Games 100 list of best games. Grand creation: squares, parallelograms, and triangles pair 5 colors. 80 unique, handfitted acrylic tiles for hundreds of puzzles, 15 games. Two-sided $13 \times 36^{\prime \prime}$ vinyl gameboard/banner (shown). For 1-10 players, age 8 -adult.
\$225


QUINTAPATHS ${ }^{\text {TM }}$ - Scott Kim's creation has 20 white sticks of 5 squares in a row, with all the possible positions of 0 through 5 black squares on top. Explore horizontal and vertical arrangements of the sticks to form unbelievably beautiful patterns - islands, loops, paths, symmetries. With game rules. Acrylic, hand-built in 10" red-framed tray with easel. 1-2 players, age 10-adult. \$95


## The Fine-Touch Collection

The MULTI-TOUCH ${ }^{\text {TM }}$ Series - This group of puzzles is adapted from our popular Multimatch series, transformed to have contours instead of colors on the edges or corners of the tiles. Striking-looking and suitable for age 10 and up, they are especially apt for visually impaired or blind players to exercise their fine touch by matching tiles around distinctively shaped spaces. We offer four designs. Each is black or white acrylic, in $8^{1 / 2 \prime}$ " square and 12 "triangular trays.

MultiTouch ${ }^{\text {TM }} \boldsymbol{I}-24$ square tiles shaped with three kinds of edge, plus a regular square for measuring. Age 8-adult.

MultiTouch ${ }^{\text {TM }}$ II -24 square tiles with corners shaped three different ways, plus a regular square. Age 10adult.
\$59
MultiTouch ${ }^{\text {TM }}$ III -24 triangular tiles with four different kinds of edge, plus a regular triangle. For age 10-adult.

MultiTouch ${ }^{\text {TM }}$ IV -24 triangular tiles with four different corner cut-outs, plus a regular triangle. For age 12 -adult.
\$59


Also for "touch" solving and for visual perception even for youngest players:


BEAR HUGS ${ }^{\mathrm{TM}}$ and BEAR HUGS ${ }^{\mathrm{TM}}$ JR.
Fit 36 (or 16) little teddybears into their unique cut-outs. Then get 6 (or 4 ) different colors in each row, horizontally and vertically. The large set ( 23 " tray) has 2^15 waystofit the bears by shape; the small one (15" tray) has 64. Trays reverse to circles where any bear fits. Age 3-Ph.D.
Bear Hugs, $\quad \$ 195$
(+\$15 shipping surcharge)
Bear Hugs Jr.,
\$98

Also good for "touch" solving:

- Snowflake Square/Super Square ${ }^{\text {TM }}$
- StarHex-IITM
- Trifolia ${ }^{\top \mathrm{M}}$
- Hexnut ${ }^{T M}$ Jr.
- Mini-lamond Ring ${ }^{\text {TM }}$
- Poly-5 ${ }^{\text {TM }}$
- MiniTouch- ITM $^{T M}$
- Four on a Match ${ }^{\text {TM }}$



## Books \& Publications

We've found some of the most marvelous books of geometric patterns:


These four volumes of IMAGES, geometric tilings by Roger Burrows, contain an infinity of hidden scenes, forms, patterns, potentialities. They stimulate visual creativity. Each book is 9 " $x 9$ " with 48 sheets per book. Each volume is a new and fresh collection for you to color with your imagination. More suited for grownups than for kids! Each book,

POL YOMINOES by Solomon W. Golomb. The original, definitive pentominoes book, by their inventor. Updated, revised, full of new puzzles, patterns and packings. 248 pgs., 243 figs. Princeton University Press, 1994.

Hardbound, \$39


Science Songs and Stories, by Kathy Carroll. A charming, fascinating book and CD for ages 6 to 12, exploring amazing phenomena like Monarch butterflies, scientific proofs and hypotheses, a wealth of material. Fun for adults, too. The two together, book and CD,


Mudcrack Y and Poly-Y, by Craige and Irene Schensted. We have a limited number of the original 1975 edition, the forerunner of The Game of Y, with over 1000 grids to play with colored pencils. $\$ \mathbf{1 2}$

## Order Form

## ORDERING INFORMATION

You may use the order form below. Please print it out and print your name and address at bottom of sheet. We'll gladly ship your gift orders. Please add shipping: In U.S., $15 \%$ (min. \$6) of order amount; to Canada, $20 \%$ (min. $\$ 10$ ); other countries, $25 \%$ ( $\$ 25 \mathrm{~min}$.), plus surcharge or discount if indicated. We'll get your OK first if it's too low. We accept Mastercard, Visa, Discover, and American Express, by mail, e-mail (kadon@gamepuzzles.com), on the Web, or by phone/fax (410-437-2163), 24 hours, 7 days; PayPal to kadon@gamepuzzles.com; purchase orders from schools. For check or money order, please make payable, in U.S. funds drawn on a U.S. bank, to Kadon Enterprises, Inc. Send to: Kadon Enterprises, Inc., 1227 Lorene Drive, Suite 16, Pasadena, MD 21122.

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City, State, ZIP

